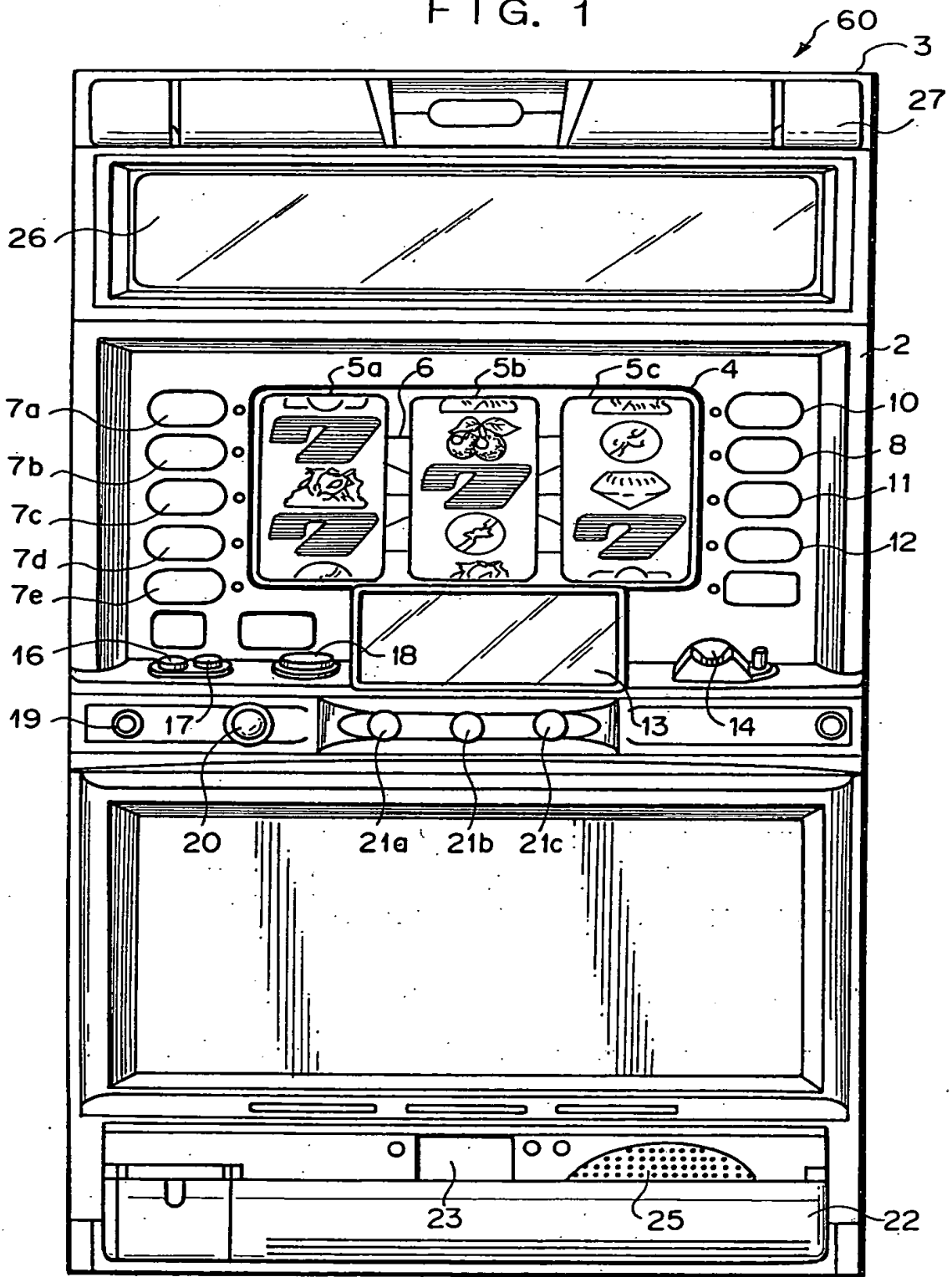


FIG. 1



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FIG. 2

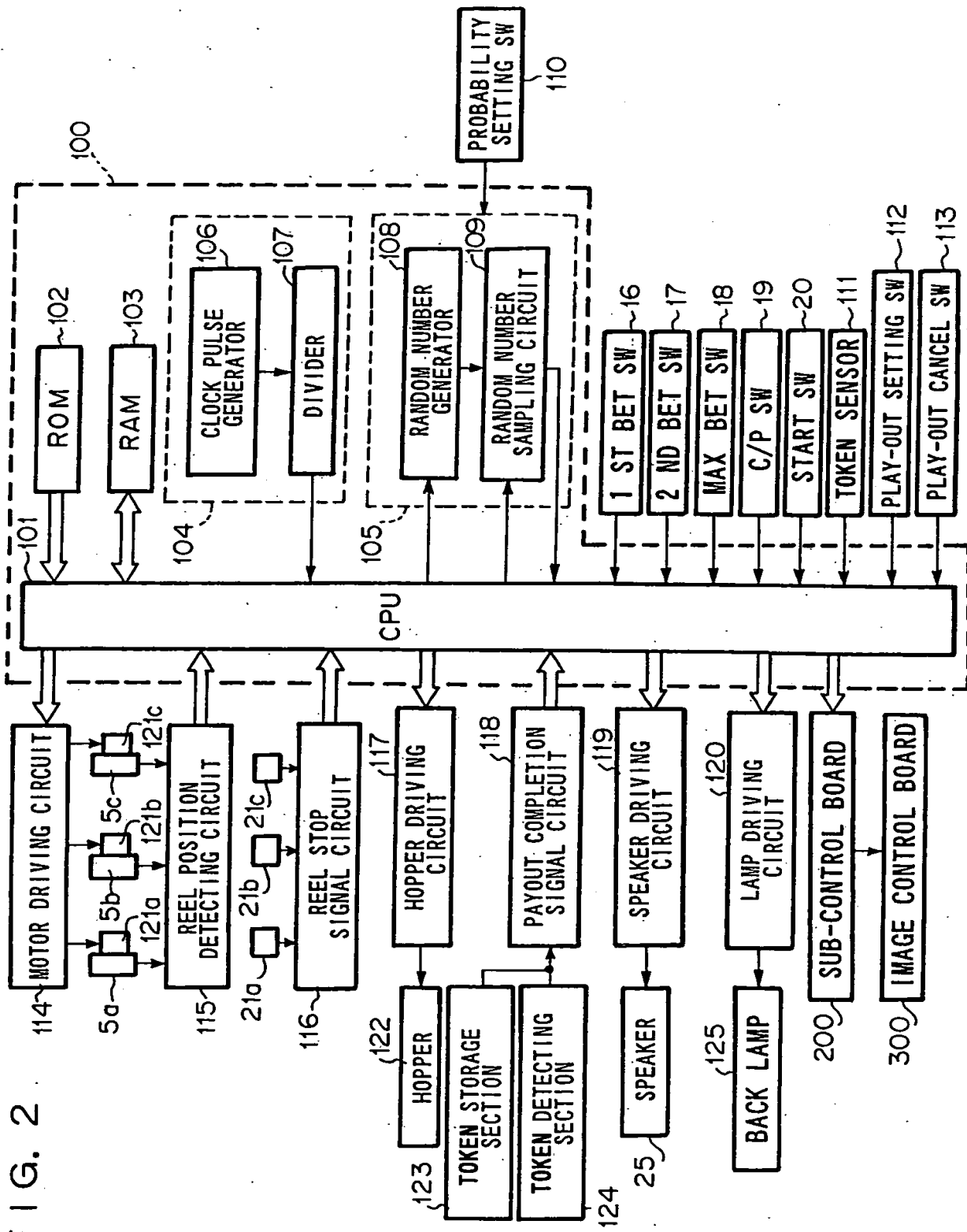


FIG. 3

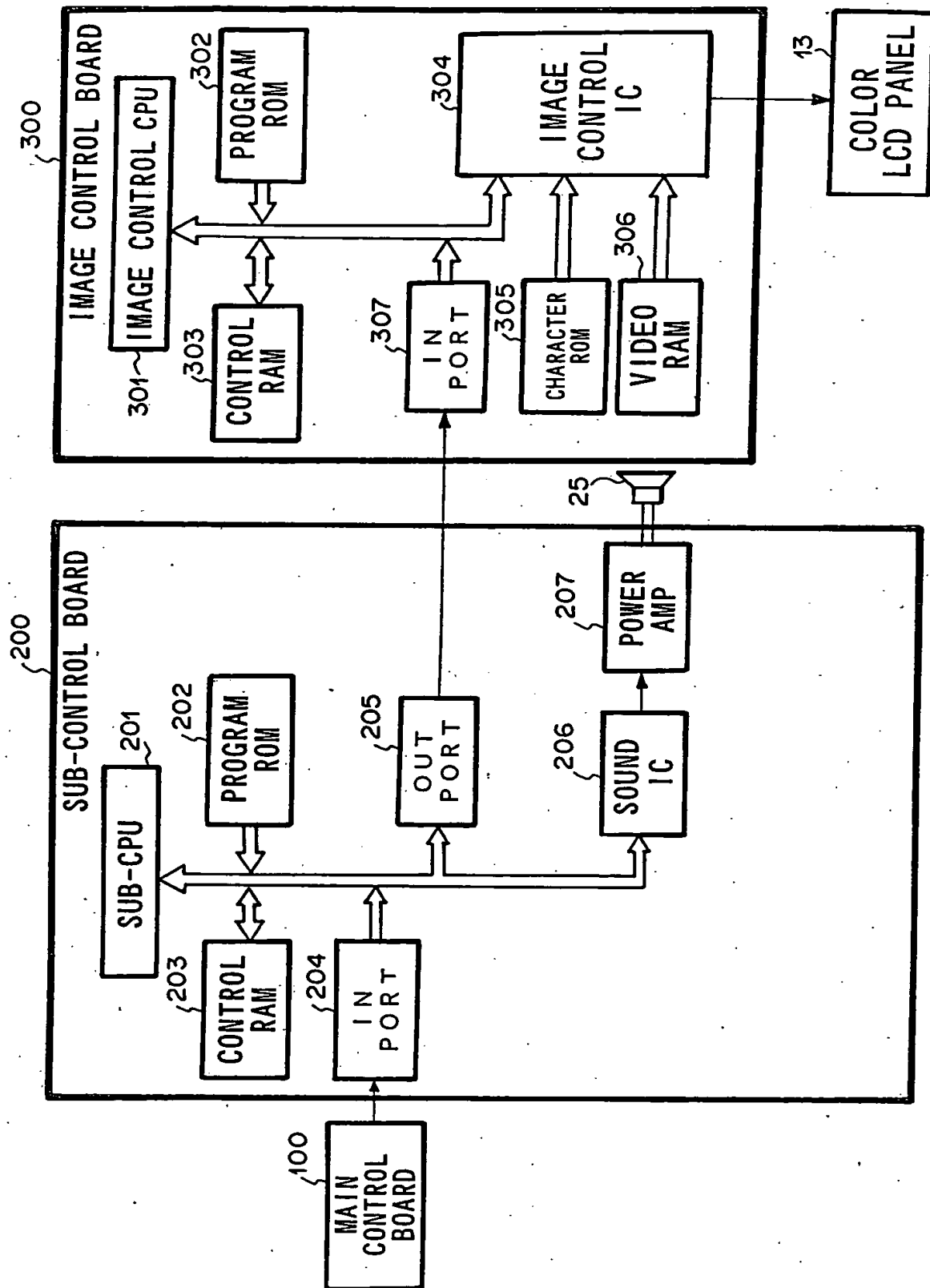


FIG. 4

INPUT PORT [0] (INMAP0)	
[D7]	STROBE SIGNAL OUTPUT FROM MAIN CPU
[D6]	UNASSIGNED
[D5]	UNASSIGNED
[D4]	UNASSIGNED
[D3]	POWER DOWN SIGNAL
[D2]	UNASSIGNED
[D1]	UNASSIGNED
[D0]	UNASSIGNED

FIG. 5

CONTROL OUTPUT PORT [0] (CNTMAP0)	
[D7]	SOUND MUTE CONTROL OUTPUT
[D6]	UNASSIGNED
[D5]	UNASSIGNED
[D4]	UNASSIGNED
[D3]	UNASSIGNED
[D2]	UNASSIGNED
[D1]	LIQUID CRYSTAL DISPLAY PROBE OUTPUT
[D0]	WATCHDOG TIMER RESET

FIG. 6

COMMAND RECEIVE PORT [HIGHER HIERARCHICAL LEVEL] (COMHMAP)	
[D7]	DATA D15 OUTPUT FROM MAIN CPU
[D6]	DATA D14 OUTPUT FROM MAIN CPU
[D5]	DATA D13 OUTPUT FROM MAIN CPU
[D4]	DATA D12 OUTPUT FROM MAIN CPU
[D3]	DATA D11 OUTPUT FROM MAIN CPU
[D2]	DATA D10 OUTPUT FROM MAIN CPU
[D1]	DATA D9 OUTPUT FROM MAIN CPU
[D0]	DATA D8 OUTPUT FROM MAIN CPU

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FIG. 7

COMMAND RECEIVE PORT [LOWER HIERARCHICAL LEVEL] (COMLMAP)	
[D7]	DATA D7 OUTPUT FROM MAIN CPU
[D6]	DATA D6 OUTPUT FROM MAIN CPU
[D5]	DATA D5 OUTPUT FROM MAIN CPU
[D4]	DATA D4 OUTPUT FROM MAIN CPU
[D3]	DATA D3 OUTPUT FROM MAIN CPU
[D2]	DATA D2 OUTPUT FROM MAIN CPU
[D1]	DATA D1 OUTPUT FROM MAIN CPU
[D0]	DATA D0 OUTPUT FROM MAIN CPU

FIG. 8

LIQUID CRYSTAL DISPLAY COMMAND TRANSMISSION PORT (LCDMAP)	
[D7]	DATA D7 OUTPUT TO IMAGE DISPLAY CPU
[D6]	DATA D6 OUTPUT TO IMAGE DISPLAY CPU
[D5]	DATA D5 OUTPUT TO IMAGE DISPLAY CPU
[D4]	DATA D4 OUTPUT TO IMAGE DISPLAY CPU
[D3]	DATA D3 OUTPUT TO IMAGE DISPLAY CPU
[D2]	DATA D2 OUTPUT TO IMAGE DISPLAY CPU
[D1]	DATA D1 OUTPUT TO IMAGE DISPLAY CPU
[D0]	DATA D0 OUTPUT TO IMAGE DISPLAY CPU

FIG. 9

SOUND OUTPUT PORT (SUNDMAP)	
[D7]	SOUND OUTPUT D7
[D6]	SOUND OUTPUT D6
[D5]	SOUND OUTPUT D5
[D4]	SOUND OUTPUT D4
[D3]	SOUND OUTPUT D3
[D2]	SOUND OUTPUT D2
[D1]	SOUND OUTPUT D1
[D0]	SOUND OUTPUT D0

FIG. 14

04H	START GAMES DURING NORMAL GAME
TYPE OF GENERATION	
b7	BB
b6	RB
b5	REPLAY OR RB DURING BB
b4	DIAMOND
b3	DRAGON 2
b2	DRAGON 1
b1	FOUR CHERRIES
b0	TWO CHERRIES

FIG. 15

05H	START SPINNING OF REELS DURING RB
NUMBER OF AVAILABLE RB GAMES, NUMBER OF AVAILABLE RB OPERATIONS	
b7	
b6	
b5	NUMBER OF AVAILABLE RB GAMES (12-1)
b4	NUMBER OF AVAILABLE RB GAMES (12-1)
b3	NUMBER OF AVAILABLE RB GAMES (12-1)
b2	NUMBER OF AVAILABLE RB GAMES (12-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)
b0	NUMBER OF AVAILABLE RB OPERATIONS (3-1, 0)

FIG. 16

06H	START SPINNING OF REELS DURING BB
NUMBER OF REMAINING BB GAMES, NUMBER OF AVAILABLE RB OPERATIONS	
b7	TYPE OF BB (0/1= WHITE 7/RED 7)
b6	NUMBER OF REMAINING BB GAMES (30-1)
b5	NUMBER OF REMAINING BB GAMES (30-1)
b4	NUMBER OF REMAINING BB GAMES (30-1)
b3	NUMBER OF REMAINING BB GAMES (30-1)
b2	NUMBER OF REMAINING BB GAMES (30-1)
b1	NUMBER OF AVAILABLE RB OPERATIONS (3-1)
b0	NUMBER OF AVAILABLE RB OPERATIONS (3-1)

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FIG. 24

0EH	TYPE OF PRESENTATIONS TO BE PERFORMED BY MAIN CPU
TYPE OF PRESENTATION	
b7	
b6	
b5	
b4	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b3	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b2	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b1	BLINKING PATTERN 0 TO 8 AFTER ALL REELS HAVE STOPPED
b0	GAME START SOUND (0/1=START SOUND 1/2)

FIG. 25

0FH	SOUND PRESENTATION INSTRUCTION
15H	REEL SPINNING DISABLE SOUND (4.1 SECONDS)
16H	GENERATION-OF-BB-EXPECTATION SOUND (REEL LI-ZHI SOUND 1)
17H	GENERATION-OF-BB-EXPECTATION SOUND (REEL LI-ZHI SOUND 2)
18H	GAMING TOKEN PAYOUT SOUND 1 (TRANSMITTED AT SETTLEMENT)
1DH	GAMING TOKEN INSERTION SOUND 1 (WHEN CREDIT IS ADDED)
02H	SPINNING DISABLE SOUND, PAYOUT SOUND MUTE

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F I G. 26

DISPLAY CONTROL CODE		
COMMAND CODE	DATA VALUE	DESCRIPTION
DSP_STX	0D6H	COMMAND TRANSMISSION START CODE
DSP_INIT	001H	LIQUID CRYSTAL DISPLAY ERASURE (INITIALIZATION COMMAND)
DSP_DEMO	002H	DEMONSTRATION DISPLAY
DSP_REEL	003H	REEL SCREEN DISPLAY
DSP_NSTR	004H	START SPINNING OF REELS ON NORMAL REEL SCREEN
DSP_SSTR	005H	START SPINNING OF INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DSP_NLSP	006H	STOP LEFT REEL ON NORMAL REEL SCREEN
DSP_RECH	007H	LI-ZHI PRESENTATION INSTRUCTION (STOP ON NORMAL REEL SCREEN)
DSP_SSTP	008H	STOP REELS ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DSP_NHIT	009H	GENERATION OF SMALL-JACKPOT COMBINATION ON NORMAL REEL SCREEN
DSP_SHIT	00AH	GENERATION OF SMALL-JACKPOT COMBINATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
DSP_BHIT	00BH	GENERATION OF BONUS
DSP_BSTG	00CH	BONUS STAGE DISPLAY
DSP_RSTR	00DH	START SPINNING OF REELS DURING RB
DSP_JHIT	00EH	JACKPOT WINNING PRESENTATION
DSP_BSTR	00FH	START SPINNING OF REELS DURING BB
DSP_BNHT	0010H	SMALL-JACKPOT COMBINATION WINNING IN NORMAL GAME DURING BB
DSP_BRHT	011H	GENERATION OF RB DURING BB
DSP_ERR	012H	ERROR SCREEN DISPLAY
NORM_REEL	001H	DISPLAY DESIGNATION ON NORMAL REEL SCREEN
FGDU_REEL	002H	DISPLAY DESIGNATION ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN

F I G. 27

01h	LIQUID CRYSTAL DISPLAY MUTE (INITIALIZATION COMMAND)
	NONE

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F I G. 28

02h	DEMONSTRATION DISPLAY
	NONE

FIG. 29

03h	REEL SCREEN DISPLAY
	REEL SCREEN TYPE
01h	NORMAL REEL SCREEN
02h	INTERNALLY-NOTIFIED-STATUS REEL SCREEN
	DISPLAYED-SYMBOL DATA 1
b7	UNASSIGNED
b6	UNASSIGNED
b5	UNASSIGNED
b4	0
b3	LEFT DISPLAYED SYMBOL
b2	LEFT DISPLAYED SYMBOL
b1	LEFT DISPLAYED SYMBOL
b0	LEFT DISPLAYED SYMBOL
	DISPLAYED-SYMBOL DATA 2
b7	CENTER DISPLAYED SYMBOL
b6	CENTER DISPLAYED SYMBOL
b5	CENTER DISPLAYED SYMBOL
b4	CENTER DISPLAYED SYMBOL
b3	RIGHT DISPLAYED SYMBOL
b2	RIGHT DISPLAYED SYMBOL
b1	RIGHT DISPLAYED SYMBOL
b0	RIGHT DISPLAYED SYMBOL

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F I G. 30

	DISPLAYED SYMBOL
00h	7
01h	BAR
02h	Do
03h	CAKE
04h	COOKIE
05h	E
06h	X
07h	T
08h	R
09h	A

F I G. 31

04h	REEL SPINNING START ON NORMAL REEL SCREEN
	SIGN PRESENTATION INSTRUCTION
00h	GENERATION OF SMALL-JACKPOT COMBINATION PRESENTATION WITHOUT SIGN
01h	GENERATION OF DB OR CHERRY WITH LOW-DEGREE SIGN
02h	GENERATION OF DB OR CHERRY WITH HIGH-DEGREE SIGN
03h	GENERATION OF DRAGON WITH LOW-DEGREE SIGN
04h	GENERATION OF DRAGON WITH HIGH-DEGREE SIGN
05h	GENERATION OF DIAMOND WITH LOW-DEGREE SIGN
06h	GENERATION OF DIAMOND WITH HIGH-DEGREE SIGN
07h	REPLAY GENERATION SIGN
08h	<i>LI-ZHI</i> PRESENTATION WITHOUT SIGN
09h	<i>OSHIKURA LI-ZHI</i> SIGN
0Ah	POWERBALL <i>LI-ZHI</i> SIGN
0Bh	BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> SIGN
0Ch	YAH-HOO SIGN
0Dh	BB DETERMINATION (RAINBOW 7)
0Eh	RB DETERMINATION (RAINBOW, BAR)
	DISPLAYED-SYMBOL DATA 1 (SAME AS ABOVE)
	DISPLAYED-SYMBOL DATA 2 (SAME AS ABOVE)

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FIG. 32

05h	SPINNING START ON INTERNALLY-NOTIFIED-STATUS REEL SCREEN
	SIGN PRESENTATION INSTRUCTION (SAME AS Fig. 31, BUT FOR ONLY SMALL-JACKPOT COMBINATION GENERATION PATTERN)
	DISPLAYED-SYMBOL PATTERN 1 (SAME AS ABOVE)
	DISPLAYED-SYMBOL PATTERN 2 (SAME AS ABOVE)

FIG. 33

UNASSIGNED	LEFT REEL STOP ON NORMAL REEL SCREEN (UNASSIGNED)
	LEFT REEL STOP DISPLAYED-SYMBOL DATA (SET ON LOWER FOUR BITS)

0000011100000000

DO NOT REEVALUATE

DO NOT REEVALUATE

DO NOT REEVALUATE

DO NOT REEVALUATE

DO NOT REEVALUATE

DO NOT REEVALUATE

FIG. 39

0Ch	BONUS STAGE DISPLAY INSTRUCTION
	BONUS STAGE TYPE
00h	RB STAGE 1 (TRUE RB)
01h	RB END (TRUE RB)
02h	BB STAGE 1 START DISPLAY
03h	BB STAGE 2 START DISPLAY (RB1 IS ENDED DURING BB)
04h	BB STAGE 3 START DISPLAY (RB2 IS ENDED DURING BB)
05h	BB END PRESENTATION DISPLAY 1 (NORMAL END)
06h	BONUS END PRESENTATION DISPLAY 2 (RB1 AND 2 ARE ENDED WITH FAILURES)
07h	BONUS END PRESENTATION DISPLAY 3 (RB 3 IS ENDED WITH FAILURE)
08h	BONUS END PRESENTATION DISPLAY 4 (NORMAL GAME IS ENDED WITH FAILURE)

FIG. 40

0Dh	START SPINNING OF REELS DURING RB
	RB STAGE (1-3)
	NUMBER OF RB GAMES (1-12)

FIG. 41

0Eh	JACKPOT-GAME WINNING PRESENTATION
	RB STAGE (1-3)
	NUMBER OF WINNING OF JACKPOT GAMES (0-8)

FIG. 42

0Fh	START SPINNING OF REELS DURING BB
	BB STAGE (1-3)
	NUMBER OF REMAINING BB GAMES (30-1)

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FIG. 43

10h	SMALL-JACKPOT COMBINATION WINNING PRESENTATION IN NORMAL GAME DURING BB
	BB STAGE (1-3)
	NUMBER OF REMAINING BB GAMES (30-1)
	SMALL-JACKPOT COMBINATION WINNING PRESENTATION INSTRUCTION
b7	DROPPED
b6	UNASSIGNED
b5	REPLAY GAME WINNING
b4	DIAMOND WINNING
b3	DRAGON 2 WINNING
b2	DRAGON 1 WINNING
b1	FOUR CHERRIES WINNING
b0	TWO CHERRIES WINNING

FIG. 44

11h	PRESENTATION OF RB WINNING ARISEN DURING BB
	RB STAGE (1-3)

FIG. 45

12h	ERROR SCREEN DISPLAY
	ERROR TYPE
01h	INSERTED TOKEN PASSAGE TIME ERROR
02h	INSERTED TOKEN PASSAGE CHECK ERROR
03h	GAMING TOKEN AUXILIARY STORAGE FULL ERROR
04h	INSERTED TOKEN REVERSE-MOVEMENT ERROR
05h	HOPPER EMPTY ERROR
06h	HOPPER JAM ERROR
07h	ILLEGAL HIT ERROR

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F I G. 46

LABEL	DATA	DESCRIPTION
DUMMY	0	DUMMY DATA
STBI_BITN	7	BIT FOR DETECTING STROBE SIGNAL OUTPUT FROM MAIN CPU
PDWN_BITN	3	POWER DOWN DETECTION BIT
NONRCP_CD	008H	DESIGNATION OF <i>LI-ZHI</i> PRESENTATION WITHOUT SIGN
YHOPRE_CD	00CH	YAH-HOO SIGN PRESENTATION CODE
BLNRC_CD	00DH	BONUS (BB) DETERMINATION SIGN, (BALLOON <i>LI-ZHI</i>) PRESENTATION CODE
NRMRC_CD	001H	NORMAL <i>LI-ZHI</i> PRESENTATION CODE
STSD_DMSK	001H	MASK DATA FOR EXTRACTING GAME START SOUND
FLSH_DMSK	01EH	MASK DATA FOR EXTRACTING REEL LAMP FLASH CODE
PCHG_NUM	10	NUMBER OF GAMES IN WHICH STATIONARY DISPLAYED SYMBOLS ARE CHANGED AFTER ILLUMINATION OF WIN LAMPS
RKUP_BBDT	1	UPGRADE FLAG VALUE FOR BB-DETERMINATION DISPLAYED SYMBOL
RKUP_RBDT	2	UPGRADE FLAG VALUE FOR RB-DETERMINATION DISPLAYED SYMBOL
STRL_MSK	007H	MASK DATA FOR EXTRACTING STOP REELS
PIC_MAX	009H	MAXIMUM CODE FOR SYMBOLS TO BE DISPLAYED ON LIQUID-CRYSTAL DISPLAY
CPIC_MAX	004H	MAXIMUM CODE FOR CHARACTERS (FOR <i>LI-ZHI</i> PRESENTATION) DISPLAYED ON LIQUID CRYSTAL DISPLAY
BPIC_MAX	001H	MAXIMUM CODE FOR BONUS-DETERMINATION DISPLAYED SYMBOL
PIC_INIT1	000H	SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 1, LEFT-7
PIC_INIT2	012H	SYMBOLS DISPLAYED ON LIQUID CRYSTAL DISPLAY, INITIAL VALUE OF 2, CENTER-BAR, RIGHT-DO
DPIC_INIT1	002H	INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 1, LEFT-DO
DPIC_INIT2	022H	INTERNALLY-NOTIFIED-STATUS DISPLAYED SYMBOL, DISPLAYED-SYMBOL INITIAL VALUE OF 2, CENTER-DO AND RIGHT-DO
BBPIC1	000H	SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, LEFT-7
BBPIC2	000H	SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF BB, CENTER AND RIGHT-7
BBPIC1	001H	SYMBOL 1 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB, LEFT-BAR
BBPIC2	011H	SYMBOL 2 STATIONARILY DISPLAYED ON LIQUID CRYSTAL DISPLAY AT THE TIME OF GENERATION OF RB, CENTER AND RIGHT-BAR
RBHMAX	3	MAXIMUM NUMBER OF AVAILABLE RB OPERATIONS
RBPMAX	12	MAXIMUM NUMBER OF AVAILABLE RB GAMES
BBCDMAX	5	NUMBER OF REMAINING BB GAMES FOR WHICH COUNTDOWN IS STARTED
RBNMSK	003H	MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB OPERATIONS
RBPNMSK	03CH	MASK DATA FOR EXTRACTING THE NUMBER OF AVAILABLE RB GAMES
BBPNMSK	07CH	MASK DATA FOR EXTRACTING THE NUMBER OF REMAINING BB GAMES

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FIG. 49

WORK AREA		
LABEL	AVAILABLE LOCATION	DESCRIPTION
GAMEST	1	GAME STATUS
PRDC_STS	1	PRESENTATION STATUS FLAG
FPLY_CHK	1	INTER-BONUS FLAG CHECK DATA
WPLY_CNT	1	COUNTER FOR COUNTING THE NUMBER OF GAMES AFTER ILLUMINATION OF WIN LAMPS (FOR CHANGING DISPLAYED SYMBOLS)
RNKUP_FLG	1	DISPLAYED-SYMBOL UPGRADE FLAG (FOR CHANGING DISPLAYED SYMBOLS)
MEDLCTR	1	TOKEN COUNTER
WAVEBIT	1	GENERATED FLAG
STOPCTR	1	REEL STOP COUNTER
BBPCTR	1	NUMBER OF REMAINING BB GAMES
JACGAME	1	NUMBER OF AVAILABLE RB GAMES
BNS_STGN	1	BONUS STAGE (SHARED BETWEEN BB AND RB)
PRSELF LG	1	SELECTION-OF-PRESENTATION-BEING-PERFORMED FLAG (NORMAL GAME START COMMAND RECEIVE FLAG)
PRE_CLS	1	SIGN PRESENTATION TYPE
RECH_CLS	1	LI-ZHI PRESENTATION TYPE
BSND_BK	2	BONUS SOUND BACKUP AREA
SND_BAK	3	SOUND BACKUP AREA
RECCNT	1	NUMBER OF RECEIVED DATA SETS
RXWPTR	1	RECEIVED DATA WRITE INDEX
RXRPTR	1	RECEIVED DATA READ INDEX
PINIEND	2	FINAL ADDRESS FOR CLEARING BACKUP DATA
RXBUFF	8*2	RECEIVED DATA LOCATION

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FIG. 50

WORK AREA		
LABEL	AVAILABLE LOCATION	DESCRIPTION
STP_PIC1	1	STATIONARY DISPLAYED-SYMBOL DATA 1
STP_PIC2	1	STATIONARY DISPLAYED-SYMBOL DATA 2
DSP_PIC1	1	DISPLAYED SYMBOL DATA 1
DSP_PIC2	1	DISPLAYED SYMBOL DATA 2
SQPTRBK	2	BACKUP OF PRESENTATION-SEQUENCE-CONTROL POINTER
TXBUFWK	7	BUFFER FOR EDITING TRANSMISSION COMMAND AND FOR BACKUP
TXERRWK	3	DEDICATED BUFFER FOR ERROR SCREEN DISPLAY COMMAND
LST_RCMD	2	FINALLY-RECEIVED COMMAND
ALCMD_HI	1	COMMAND WHICH IS NOW BEING ANALYZED, HIGHER BYTE
ALCMD_LO	1	COMMAND WHICH IS NOW BEING ANALYZED, LOWER BYTE
BKCK_DAT	1	BACKUP DATA CHECK CODE
RX_PHASE	1	RECEIVE SEQUENCE MANAGEMENT DATA
RCVCMDH	1	RECEIVED COMMAND, HIGHER BYTE
RCVCMDL	1	RECEIVED COMMAND, LOWER BYTE
RCVBCC	1	ERROR DETECTION CODE
RERR_CNT	1	RECEIVE ERROR COUNTER
PRSQPTR	2	PRESENTATION-SEQUENCE-ACCESS POINTER
PRSQTBK	2	PRESENTATION-SEQUENCE-ACCESS POINTER BACKUP
TX_PHASE	1	TRANSMISSION SEQUENCE MANAGEMENT DATA
TXDATCNT	1	TRANSMISSION COUNTER
TXBFPTR	2	TRANSMISSION-COMMAND-BUFFER-ACCESS POINTER
TXBUFF	7	TRANSMISSION COMMAND BUFFER
XOUT0	1	CONTROL OUTPUT PORT BACKUP
SELRAND	2	RANDOM NUMBER FOR SELECTING PRESENTATION
PR_TIMER	2	PRESENTATION-SEQUENCE-TIMING-ADJUSTMENT TIMER
RX_TIMER	1	RECEIVED-TIMEOUT-MEASUREMENT TIMER
M_WATCH	1	MAIN-CPU-DOWN-MONITORING TIMER
TX_TIMER	1	TRANSMISSION MANAGEMENT TIMER (TRANSMISSION INTERVAL MEASUREMENT)
DEMEDATA	1	DISPLAYED-SYMBOL SELECTION TABLE NUMBER
SREEL_BK	1	CENTER DISPLAYED-SYMBOL SAVE AREA
RREEL_BK	1	RIGHT DISPLAYED-SYMBOL SAVE AREA
SD_WORK	2	SOUND RAM AREA, HEAD
PLAY_NUM	4	RESTORATION-EFFECTIVE-SOUND-GENERATION-STATUS SAVE AREA
HIT_NUM	4	PRIORITIZED-SINGLE-SOUND-GENERATION-STATUS SAVE AREA
DROP_CHK	1	DROPPED FLAG

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FIG. 51

SEQUENCE CONTROL TABLE

BALLOON <i>LI-ZHI</i> (REGULAR BONUS DETERMINATION PRESENTATION)
BALLOON <i>LI-ZHI</i> (BIG BONUS DETERMINATION PRESENTATION)
NORMAL <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
NORMAL <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
<i>OSHIKURA LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
<i>OSHIKURA LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , RIGHT WINNING 2, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , LEFT WINNING 2, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> , CENTER FAILURE, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL, <i>LI-ZHI</i> , CENTER WINNING 1, SEQUENCE CONTROL TABLE
BALANCING-ON-ROLLING-BALL, <i>LI-ZHI</i> , CENTER WINNING 2, SEQUENCE CONTROL TABLE
POWERBALL 1, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 1, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
POWERBALL 2, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 2, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
POWERBALL 3, <i>LI-ZHI</i> , FAILURE, SEQUENCE CONTROL TABLE
POWERBALL 3, <i>LI-ZHI</i> , WINNING, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, GAME, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGES 1 AND 2, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, FAILURE OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, GAME, WINNING OF JACKPOT, SEQUENCE CONTROL TABLE
RB STAGE 3, EIGHT WINNINGS OF JACKPOT COMPLETED, SEQUENCE CONTROL TABLE
RB STAGE 3, JACKPOT ENDED WITH PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE
RB STAGE 3, JACKPOT ENDED WITH WINNING PUNCTURES (FAILURES), SEQUENCE CONTROL TABLE
RB TERMINATION, SEQUENCE CONTROL TABLE
BB1, STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
BB2, STAGE 2, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
COMMON TO BB1 AND BB2, STAGE 3, START (TERMINATION OF RB PERFORMED DURING BB), SEQUENCE CONTROL TABLE
BB TERMINATION 1 (EIGHT WINNINGS IN RB3), SEQUENCE CONTROL TABLE
BB TERMINATION 2 [PUNCTURES (FAILURES) IN RB 1 AND RB 2], SEQUENCE CONTROL TABLE
BB TERMINATION 3 [PUNCTURES (FAILURES) IN RB 3], SEQUENCE CONTROL TABLE
BB TERMINATION 4 [PUNCTURES (FAILURES) IN NORMAL GAME], SEQUENCE CONTROL TABLE

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FIG. 52

1 BYTE	
b7	ALARM SOUND (ERR_SW)
b6	RESTORATION-EFFECTIVE SOUND (BGM_SW)
b5	PRIORITIZED SINGLE SOUND (HIT_SW)
b4	TERMINATION SOUND (END_SW)
b3	RESERVED FOR FUTURE USE
b2	CONTINUOUS SOUND SW (END_SW)
b1	SETTING OF CHANNELS TO BE USED (CH1 TO CH4)
b0	
2 BYTE	
REPLAY LEVEL (0 TO127)	
3 BYTE	
PAN-POT SETTINGS (0 TO 127)	
4 BYTE	
PHRASE NUMBER (0 TO 127)	

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FIG. 53

POWERBALL 3 <i>LI-ZHI</i> FAILURE
NO SOUND (AWAIT SOUND OUTPUT) 650ms
SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND 167ms
Do! EMERGENCE SOUND OUTPUT 1100ms
POWER BALL STRAINING SOUND 1 1683ms
POWERBALL ASCENDING SOUND 933ms
POWERBALL ASCENDING SOUND 917ms
POWERBALL ASCENDING SOUND 367ms
POWERBALL STRAINING SOUND MUTE 700ms
TARGET LOCK SOUND 933ms
POWERBALL THROWING SOUND 350ms
POWERBALL EXPLOSION SOUND 150ms
POWERBALL EXPLOSION SOUND 167ms
POWERBALL EXPLOSION SOUND 1167ms
SITTING-DOWN SOUND NO WAIT
END CODE

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FIG. 54

POWERBALL 3 LI-ZHI WINNING
NO SOUND (AWAIT SOUND OUTPUT)
650ms
SUPER LI-ZHI ADVANCEMENT SOUND
167ms
Do! EMERGENCE SOUND OUTPUT
1100ms
POWER BALL STRAINING SOUND 1
1683ms
POWERBALL ASCENDING SOUND
933ms
POWERBALL ASCENDING SOUND
917ms
POWERBALL ASCENDING SOUND
367ms
POWERBALL STRAINING SOUND MUTE
700ms
TARGET LOCK SOUND
933ms
POWERBALL THROWING SOUND
350ms
POWERBALL EXPLOSION SOUND
150ms
POWERBALL EXPLOSION SOUND
167ms
POWERBALL EXPLOSION SOUND
2000ms
JUMP SOUND
299ms
LUCKY SOUND
388ms
JUMP SOUND
567ms
JUMP SOUND
567ms
JUMP SOUND
567ms
JUMP SOUND
567
JUMP SOUND
NO WAIT
END CODE

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FIG. 55

RB STAGE 3, TERMINATION OF EIGHT WINNINGS OF JACKPOT	
POWERBALL STRAINING SOUND MUTE	NO WAIT
POWERBALL THROWING SOUND	233ms
POWERBALL EXPLOSION SOUND	NO WAIT
POWERBALL THROWING SOUND	500ms
POWERBALL EXPLOSION SOUND	2850ms
EXPLOSION SOUND	183ms
EXPLOSION SOUND	283ms
EXPLOSION SOUND	33ms
EXPLOSION SOUND	117ms
EXPLOSION SOUND	83ms
EXPLOSION SOUND	83ms
EXPLOSION SOUND	33ms
EXPLOSION SOUND	767ms
EXPLOSION SOUND	67ms
EXPLOSION SOUND	NO WAIT
JUMP	83ms
EXPLOSION SOUND	NO WAIT
TOKEN PAYOUT 2	467ms
JUMP	567ms
JUMP	567ms
JUMP	567ms
JUMP	2000ms
END-WITH-PUNCTURES (FAILURE) SOUND	625ms
BB TERMINATION SOUND	4669ms
END CODE	

09740064-122000

FIG. 56

RB STAGE 3, JACKPOT FAILURE WITH PUNCTURES (FAILURES)
POWERBALL STRAINING SOUND MUTE NO WAIT
DRAGON FIRE 1367ms
SITTING-DOWN SOUND 1350ms
DRAGON FIRE 1500ms
Do! RAISED TO THE SKY 100ms
DRAGON'S LAUGHS 2000ms
BB TERMINATION SOUND 4669ms
END CODE

000221-19004260

FIG. 57

RB STAGE 3, JACKPOT WINNING ENDED WITH PUNCTURES (FAILURES)
POWERBALL STRAINING SOUND MUTE NO WAIT
POWERBALL THROWING SOUND 233ms
POWERBALL EXPLOSION SOUND NO WAIT
POWERBALL THROWING SOUND 500ms
POWERBALL EXPLOSION SOUND 2667ms
DRAGON FIRE 1500ms
Do! RAISED TO THE SKY 100ms
DRAGON'S LAUGHS 2000ms
BB TERMINATION SOUND 4669ms
END CODE

000221-49004260

FIG. 58

SOUND OUTPUT REQUEST CONTROL CODE

NONSD	0	PRESENTATION SEQUENCE CONTROL DATA, NO SOUND OUTPUT
ENDSQ	0FFH	PRESENTATION SEQUENCE CONTROL DATA, TERMINATION OF SEQUENCE
REPSQ	0FEH	PRESENTATION SEQUENCE CONTROL DATA, REPETITION OF SEQUENCE
SDBKMAX	3	MAXIMUM NUMBER OF SOUND BACKUP
SDRESET	0E0H	SOUND INITIALIZATION REQUEST
SD_OFF1	1	[01] CH1 MUTE
SD_OFF2	2	[02] CH2 MUTE
SD_OFF3	3	[03] CH3 MUTE
SD_OFF4	4	[04] CH4 MUTE
SD_EROFF	5	[05] ANOMALOUS OPERATION ALARM SOUND, MUTE
SD_ERR	6	[06] ERROR SOUND
SD_BBHIT1	7	[07] BB START SOUND 1
SD_BBHIT2	8	[08] BB START SOUND 2
SD_RBHIT	9	[09] RB START SOUND
SD_WLMP	10	[10] WINNING DETERMINATION SOUND
SD_JACIN1	11	[11] JAC IN SOUND 1
SD_JACIN2	12	[12] JAC IN SOUND 2
SD_JACIN3	13	[13] JAC IN SOUND 3
SD_RBBGM1	14	[14] RB OPERATION SOUND 1
SD_RBBGM2	15	[15] RB OPERATION SOUND 2
SD_BBBGM1	16	[16] BB OPERATION SOUND 1
SD_BBBGM2	17	[17] BB OPERATION SOUND 2
SD_BBBGM3	18	[18] BB OPERATION SOUND 3
SD_OVER	19	[19] PLAY-OUT SOUND
SD_BBEND	20	[20] BB TERMINATION SOUND
SD_WAIT	21	[21] REEL SPINNING DISABLE SOUND
SD_P71	22	[22] BB OPERATION EXPECTATION SOUND 1 (LI-ZHI)
SD_P72	23	[23] BB OPERATION EXPECTATION SOUND 2
SD_PAY1	24	[24] TOKEN PAYOUT SOUND 1
SD_PAY2	25	[25] TOKEN PAYOUT SOUND 2
SD_JAC	26	[26] JACKPOT WINNER
SD_STT1	27	[27] REEL SPINNING SOUND 1
SD_STT2	28	[28] REEL SPINNING SOUND 2
SD_MIN	29	[29] TOKEN INSERTION SOUND

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FIG. 59

SD_STP1	30	[30] REEL SPINNING STOP SOUND 1
SD_STP2	31	[31] REEL SPINNING STOP SOUND 2
SD_STP3	32	[32] REEL SPINNING STOP SOUND 3
SD_RPLY	33	[33] REPLAY SOUND
SD_LOGO	34	[34] ARUZE SOUND LOGO
SD_RECH	35	[35] NORMAL LI-ZHI SOUND
SD_SPRC1	36	[36] SUPER LI-ZHI SOUND 1
SD_SPRC2	37	[37] SUPER LI-ZHI SOUND 2
SD_LUCK	38	[38] LUCKY
SD_PSRC	39	[39] COMMON TO OSHIKURA LI-ZHI GAMES
SD_PSOUT	40	[40] OSHIKURA LI-ZHI, FAILURE SOUND
SD_APDOWN	41	[41] OSHIKURA LI-ZHI, DROP OF APPLE
SD_PBDO	42	[42] POWERBALL LI-ZHI, Do! EMERGENCE SOUND
SD_PBSV1	43	[43] POWERBALL STRAINING SOUND 1
SD_PBSV2	44	[44] POWERBALL STRAINING SOUND 2
SD_PBUP	45	[45] POWERBALL ASCENDING SOUND
SD_PBTG	46	[46] POWERBALL LI-ZHI TARGET LOCK SOUND
SD_PBTW	47	[47] POWERBALL THROWING SOUND
SD_PBBM	48	[48] POWERBALL EXPLOSION SOUND
SD_BLNC1	49	[49] BALANCING-ON-ROLLING-BALL LI-ZHI BALANCING SOUND 1
SD_BLNC2	50	[50] BALANCING-ON-ROLLING-BALL LI-ZHI BALANCING SOUND 2
SD_BLNC3	51	[51] BALANCING-ON-ROLLING-BALL LI-ZHI BALANCING SOUND 3
SD_BVIC1	52	[52] BALANCING-ON-ROLLING-BALL LI-ZHI VOICE 1 (YAHH)
SD_BVIC2	53	[53] BALANCING-ON-ROLLING-BALL LI-ZHI VOICE 2 (YOHH)
SD_BVIC3	54	[54] BALANCING-ON-ROLLING-BALL LI-ZHI VOICE 3 (HAHH)
SD_BVIC4	55	[55] BALANCING-ON-ROLLING-BALL LI-ZHI VOICE 4 (OOF)
SD_BVIC5	56	[56] BALANCING-ON-ROLLING-BALL LI-ZHI VOICE 5 (TOORYA)
SD_BVIC6	57	[57] BALANCING-ON-ROLLING-BALL LI-ZHI VOICE 6 (AUGH)
SD_BRHT1	58	[58] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 1 (VICTORY)
SD_BRHT2	59	[59] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 2 (JUMP)
SD_BRHT3	60	[60] BALANCING-ON-ROLLING-BALL WINNING SOUND-EFFECTS 3 (FAR JUMP)
SD_BRBGM	61	[61] BALANCING-ON-ROLLING-BALL BGM
SD_SRING	62	[62] SUPER LI-ZHI ADVANCEMENT SOUND

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FIG. 60

SD_BLNRC	63	[63] BALLOON <i>LI-ZHI</i> BGM
SD_RNBOW	64	[64] RAINBOW HARP
SD_PRE	65	[65] SIGN SOUND
SD_CGET	66	[66] SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME
SD_DRGFR	67	[67] DRAGON FIRE
SD_DRGLH	68	[68] DRAGON'S LAUGHS
SD_DODIE	69	[69] Do! RAISED TO THE SKY
SD_CDWN5	70	[70] PUNCTURE COUNTDOWN 5
SD_CDWN4	71	[71] PUNCTURE COUNTDOWN 4
SD_CDWN3	72	[72] PUNCTURE COUNTDOWN 3
SD_CDWN2	73	[73] PUNCTURE COUNTDOWN 2
SD_CDWN1	74	[74] PUNCTURE COUNTDOWN 1
SD_PRET	75	[75] PUNCTURE-RESTORATION SOUND
SD_PEND	76	[76] PUNCTURE-END SOUND
SD_DERC	77	[77] DETERMINED <i>LI-ZHI</i> SOUND
SD_DESP	78	[78] DETERMINED <i>LI-ZHI</i> STOP SOUND
SD_RCVC	79	[79] SITTING-DOWN SOUND
SD_LSGO	80	[80] SOUND FOR ENTERING DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT GAME
SD_RKUP1	81	[81] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY, UPGRADE SOUND 1 (BB DETERMINATION)
SD_RKUP2	82	[82] SYMBOL DISPLAYED ON LIQUID CRYSTAL DISPLAY, UPGRADE SOUND 2 (RB DETERMINATION)

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FIG. 62

11. JAC 1 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	5	PHRASE NUMBER
12. JAC 2 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	6	PHRASE NUMBER
13. JAC 3 IN SOUND		
DB	HIT_SW + CH1	SOUND TYPE: PRIORITIZED SINGLE SOUND + CHANNEL 1 USED
DB	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	7	PHRASE NUMBER
14. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	8	PHRASE NUMBER
15. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	100	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	9	PHRASE NUMBER

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FIG. 63

16. START SOUND 1 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	10	PHRASE NUMBER
17. START SOUND 2 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	11	PHRASE NUMBER
18. START SOUND 3 FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	12	PHRASE NUMBER
19. PLAY-OUT		
DB	BGM_SW + REP + CH1	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 1 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	13	PHRASE NUMBER
20. TERMINATION SOUND FOR DEVICE FOR INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	END_SW + CH1	SOUND TYPE: TERMINATION SOUND + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	14	PHRASE NUMBER

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21. REEL SPINNING DISABLE SOUND		
DB	REP + CH2	SOUND TYPE: GENERAL + CONTINUOUS SOUND + CHANNEL 2 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	15	PHRASE NUMBER
22. SOUND 1 FOR EXPECTING WINNING FOR DEVICE OF INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	CH1	SOUND TYPE: GENERAL + CHANNEL 1 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	68	PHRASE NUMBER
23. SOUND 2 FOR EXPECTING WINNING FOR DEVICE OF INCREASING CONTINUOUS OPERATION OF JACKPOT		
DB	CH1	SOUND TYPE: GENERAL + CHANNEL 1 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	17	PHRASE NUMBER
24. GAMING TOKEN PAYOUT SOUND 1		
DB	BGM_SW + REP + CH2	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED
DB	70	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	18	PHRASE NUMBER
25. GAMING TOKEN PAYOUT SOUND 2		
DB	BGM_SW + REP + CH2	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CONTINUOUS SOUND + CHANNEL 2 USED
DB	75	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	19	PHRASE NUMBER

FIG. 66

31. REEL STOP SOUND 2		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	80	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
32. REEL STOP SOUND 3		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	24	PHRASE NUMBER
33. REPLAY OPERATION SOUND		
DB	CH2	SOUND TYPE: GENERAL + CHANNEL 2 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	25	PHRASE NUMBER
34. ARUZE SOUND LOGO		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
35. NORMAL LI-ZHI		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	27	PHRASE NUMBER

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36. SUPER <i>LI-ZHI</i> 1		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	28	PHRASE NUMBER
37. SUPER <i>LI-ZHI</i> 2		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	29	PHRASE NUMBER
38. LUCKY		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	30	PHRASE NUMBER
39. SOUND COMMON TO " <i>OSHIKURA LI-ZHI</i> "		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	31	PHRASE NUMBER
40. FAILURE PRESENTATION SOUND TO " <i>OSHIKURA LI-ZHI</i> "		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	32	PHRASE NUMBER

FIG. 69

46. "POWERBALL <i>LI-ZHI</i> " TARGET LOCK		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	37	PHRASE NUMBER
47. "POWERBALL <i>LI-ZHI</i> " THROWING SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	38	PHRASE NUMBER
48. "POWERBALL <i>LI-ZHI</i> " EXPLOSION SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	39	PHRASE NUMBER
49. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOPS SOUND 1		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	0	PAN-POT SETTING
DB	41	PHRASE NUMBER
50. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOPS SOUND 2		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	41	PHRASE NUMBER

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FIG. 70

51. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOPS SOUND 3		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	10	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	41	PHRASE NUMBER
52. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " YAHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	42	PHRASE NUMBER
53. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " YOHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	43	PHRASE NUMBER
54. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " HAHH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	44	PHRASE NUMBER
55. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " OOF		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	20	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	45	PHRASE NUMBER

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FIG. 71

56. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " TORYA		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	46	PHRASE NUMBER
57. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " AUGH		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	47	PHRASE NUMBER
58. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " VICTORY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	48	PHRASE NUMBER
59. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	5	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	49	PHRASE NUMBER
60. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " FAR JUMP		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	50	PHRASE NUMBER

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FIG. 72

61. "BALANCING-ON-ROLLING-BALL <i>LI-ZHI</i> " BALANCING-ON-ROLLING-BALL BGM		
DB	BGM_SW + REP + CH3	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 3 USED
DB	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	51	PHRASE NUMBER
62. SUPER <i>LI-ZHI</i> ADVANCEMENT SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	52	PHRASE NUMBER
63. BALLOON <i>LI-ZHI</i> BGM		
DB	BGM_SW + REP + CH3	SOUND TYPE: RESTORATION-EFFECTIVE SOUND + CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	53	PHRASE NUMBER
64. RAINBOW HARP		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER
65. <i>LI-ZHI</i> DETERMINATION Do JUMP-SIDWISE SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	15	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	55	PHRASE NUMBER

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FIG. 73

66. SOUND OF GETTING TOKENS DURING SMALL-JACKPOT COMBINATION GAME		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	70	LEVEL SETTING
DB	127	PAN-POT SETTING
DB	56	PHRASE NUMBER
67. DRAGON FIRE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	110	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	57	PHRASE NUMBER
68. DRAGON'S LAUGHS		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	50	LEVEL SETTING
DB	10	PAN-POT SETTING
DB	58	PHRASE NUMBER
69. Do RAISED TO THE SKY		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	25	LEVEL SETTING
DB	116	PAN-POT SETTING
DB	59	PHRASE NUMBER
70. FIVE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	60	PHRASE NUMBER

000221 49004260

FIG. 74

71. FOUR		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	61	PHRASE NUMBER
72. THREE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	62	PHRASE NUMBER
73. TWO		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	85	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	63	PHRASE NUMBER
74. ONE		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	95	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	64	PHRASE NUMBER
75. PUNCTURE-RESTORATION SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	60	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	54	PHRASE NUMBER

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FIG. 75

76. PUNCTURE TERMINATION SOUND (SEE YOU)		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	35	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	65	PHRASE NUMBER
77. DETERMINED LI-ZHI SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	66	PHRASE NUMBER
78. DETERMINED LI-ZHI STOP SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	50	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
79. SITTING-DOWN SOUND		
DB	CH3	SOUND TYPE: GENERAL + CHANNEL 3 USED
DB	25	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	67	PHRASE NUMBER
80. LET'S GO SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	69	PHRASE NUMBER
81. BB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	40	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	26	PHRASE NUMBER
82. RB DETERMINATION SOUND		
DB	CH4	SOUND TYPE: GENERAL + CHANNEL 4 USED
DB	30	LEVEL SETTING
DB	CENTER	PAN-POT SETTING
DB	16	PHRASE NUMBER

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FIG. 76

SOUND CODE
SOUND DATA

INIT_CODE	0E0H	INITIALIZATION REQUEST CODE
CMD_PLAY	0F0H	REPLAY START COMMAND
CMD_QUIT	0E0H	REPLAY STOP COMMAND
CMD_LEVL	0D0H	DATA FOR MERGING REPLAY LEVEL SETTING COMMAND
CMD_LFIL	0C0H	LEVEL INTERPOLATION SETTING COMMAND
CMD_PANP	0B0H	REPLAY PAN-POT SETTING COMMAND
CMD_LPAN	0A0H	PAN-POT INTERPOLATION SETTING COMMAND
ERR_SW	080H	BIT DATA REPRESENTING ALARM SOUND
BGM_SW	040H	BIT DATA REPRESENTING RESTORATION-EFFECTIVE SOUND
HIT_SW	020H	BIT DATA REPRESENTING PRIORITIZED SINGLE SOUND
END_SW	010H	BIT DATA REPRESENTING TERMINATION SOUND
CLR_MEM	008H	THE NUMBER OF RAM DEVICES TO BE CLEARED WHEN TERMINATION SOUND IS GENERATED
FILTER	07FH	DATA FOR EXTRACTING MUSIC NUMBER
CH_MASK	003H	DATA FOR EXTRACTING CHANNEL NUMBER USED
CH1	0	CHANNEL 1
CH2	1	CHANNEL 2
CH3	2	CHANNEL 3
CH4	3	CHANNEL 4
CHANNELS	4	NUMBER OF ALL CHANNELS
CENTER	63	CENTER IN ASSIGNED POSITION
SDDT	82	* TOTAL NUMBER OF PIECES OF SOUND
EXDT	5	* THE NUMBER OF SPECIAL COMMANDS (MUTE, etc.)
RESUME	5	* ERROR SOUND MUTE REQUEST NUMBER
SOON_BIT	3	REPLAY METHOD SETTING BIT
REP	00000100B	BIT DATA REPRESENTING LOOP
_RPP8	040H	OUTPUT PORT

000022T"49004/50

FIG.77

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
NO LI-ZHI SIGN PRESENTATION	NO LI-ZHI PRESENTATION	58732						
	NORMAL LI-ZHI FAILURE PRESENTATION	2500						
	OSHIKURA LI-ZHI FAILURE PRESENTATION	2000		65535				
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION	1000				45875		
	POWERBALL 1 LI-ZHI WINNING PRESENTATION							
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION	300				13107		
	POWERBALL 2 LI-ZHI WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION	1				6553		
	POWERBALL 3 LI-ZHI WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI FAILURE PRESENTATION	800						45875
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI FAILURE PRESENTATION	200						13107
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI FAILURE PRESENTATION	1						6553
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 2 PRESENTATION							

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FIG.78

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
OSHIKURA LI-ZHI SIGN PRESENTATION	NO LI-ZHI PRESENTATION							
	NORMAL LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION	1	65534					
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION		1					
	POWERBALL 1 LI-ZHI WINNING PRESENTATION							
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 2 LI-ZHI WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 3 LI-ZHI WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 2 PRESENTATION							

09740064 122000

FIG.79

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
POWERBALL LI-ZHI SIGN PRESENTATION	NO LI-ZHI PRESENTATION							
	NORMAL LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION				39320			
	POWERBALL 1 LI-ZHI WINNING PRESENTATION							
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION				19661			
	POWERBALL 2 LI-ZHI WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION				6553			
	POWERBALL 3 LI-ZHI WINNING PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL LEFT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING-BALL CENTER LI-ZHI WINNING 2 PRESENTATION							

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FIG.81

DURING NORMAL PLAY(GNRLRECH)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE						
		00	01	02	03	04	05	06
YAH-HOO SIGN PRESENTATION	NO LI-ZHI PRESENTATION							
	NORMAL LI-ZHI FAILURE PRESENTATION							
	OSHIKURA LI-ZHI FAILURE PRESENTATION						1	
	OSHIKURA LI-ZHI WINNING PRESENTATION							
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 1 LI-ZHI WINNING PRESENTATION							
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 2 LI-ZHI WINNING PRESENTATION							
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION							
	POWERBALL 3 LI-ZHI WINNING PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI FAILURE PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI WINNING 2 PRESENTATION							
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION						6553	
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION							
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 2 PRESENTATION							

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FIG.82

LF-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
NO LF-ZHI SIGN PRESENTATION	NO LF-ZHI PRESENTATION	58732							
	NORMAL LF-ZHI FAILURE PRESENTATION	2500						58935	
	OSHIKURA LF-ZHI FAILURE PRESENTATION	2000	65535					200	
	OSHIKURA LF-ZHI WINNING PRESENTATION								
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION	1000			9830			1	
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION	300			16384			199	
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION	1			39321			2000	
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION	800					9830	1	
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION	200					16384	199	
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION	1					39321	2000	
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

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FIG.85

LF-ZHI PRESENTATION SELECTION TABLE (DURING INTERNALLY-GENERATED BONUS GAME) BNFGRECH

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	02	07	08	09	10	18	19
BALANCING-ON-ROLLING-B ALL LF-ZHI PRESENTATION	NO LF-ZHI PRESENTATION								
	NORMAL LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI WINNING PRESENTATION								
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION					12106			
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION					19661			
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

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FIG.87

L_F-Z_HI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

L _F -Z _H I SIGN PRESENTATION	L _F -Z _H I PRESENTATION	L _F -Z _H I PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
NO L _F -Z _H I SIGN PRESENTATION	NO L _F -Z _H I PRESENTATION								
	NORMAL L _F -Z _H I FAILURE PRESENTATION	2500							
	OSHIKURA L _F -Z _H I FAILURE PRESENTATION	2000							
	OSHIKURA L _F -Z _H I WINNING PRESENTATION			65535					
	POWERBALL 1 L _F -Z _H I FAILURE PRESENTATION	1000							
	POWERBALL 1 L _F -Z _H I WINNING PRESENTATION					13106			
	POWERBALL 2 L _F -Z _H I FAILURE PRESENTATION	300							
	POWERBALL 2 L _F -Z _H I WINNING PRESENTATION					19661			
	POWERBALL 3 L _F -Z _H I FAILURE PRESENTATION	1							
	POWERBALL 3 L _F -Z _H I WINNING PRESENTATION					32768			
	BALANCING-ON-ROLLING-BALL RIGHT L _F -Z _H I FAILURE PRESENTATION	800							
	BALANCING-ON-ROLLING-BALL RIGHT L _F -Z _H I WINNING 1 PRESENTATION							9175	
	BALANCING-ON-ROLLING-BALL RIGHT L _F -Z _H I WINNING 2 PRESENTATION							3932	
	BALANCING-ON-ROLLING-BALL LEFT L _F -Z _H I FAILURE PRESENTATION	200							
	BALANCING-ON-ROLLING-BALL LEFT L _F -Z _H I WINNING 1 PRESENTATION							13763	
	BALANCING-ON-ROLLING-BALL LEFT L _F -Z _H I WINNING 2 PRESENTATION							5898	
	BALANCING-ON-ROLLING-BALL CENTER L _F -Z _H I FAILURE PRESENTATION	1							
	BALANCING-ON-ROLLING-BALL CENTER L _F -Z _H I WINNING 1 PRESENTATION							22937	
	BALANCING-ON-ROLLING-BALL CENTER L _F -Z _H I WINNING 2 PRESENTATION							9830	

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FIG.88

LF-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
OSHIKURA LF-ZHI SIGN PRESENTATION	NO LF-ZHI PRESENTATION								
	NORMAL LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI FAILURE PRESENTATION	1							
	OSHIKURA LF-ZHI WINNING PRESENTATION		65535						
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

0000221 " 1900760

FIG.89

LF-ZH/PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LF-ZH/SIGN PRESENTATION	LF-ZH/PRESENTATION	LF-ZH/PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
POWERBALL LF-ZH/SIGN PRESENTATION	NO LF-ZH/PRESENTATION								
	NORMAL LF-ZH/FAILURE PRESENTATION								
	OSHIKURA LF-ZH/FAILURE PRESENTATION								
	OSHIKURA LF-ZH/WINNING PRESENTATION								
	POWERBALL 1 LF-ZH/FAILURE PRESENTATION								
	POWERBALL 1 LF-ZH/WINNING PRESENTATION				6553				
	POWERBALL 2 LF-ZH/FAILURE PRESENTATION								
	POWERBALL 2 LF-ZH/WINNING PRESENTATION				13107				
	POWERBALL 3 LF-ZH/FAILURE PRESENTATION								
	POWERBALL 3 LF-ZH/WINNING PRESENTATION				45875				
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZH/FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZH/WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZH/WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZH/FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZH/WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZH/WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZH/FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZH/WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZH/WINNING 2 PRESENTATION								

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FIG.90

LF-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LF-ZHI SIGN PRESENTATION	LF-ZHI PRESENTATION	LF-ZHI PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
BALANCING-ON-ROLLING-BALL LF-ZHI PRESENTATION	NO LF-ZHI PRESENTATION								
	NORMAL LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI FAILURE PRESENTATION								
	OSHIKURA LF-ZHI WINNING PRESENTATION								
	POWERBALL 1 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 1 LF-ZHI WINNING PRESENTATION								
	POWERBALL 2 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 2 LF-ZHI WINNING PRESENTATION								
	POWERBALL 3 LF-ZHI FAILURE PRESENTATION								
	POWERBALL 3 LF-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 1 PRESENTATION						4588		
	BALANCING-ON-ROLLING-BALL RIGHT LF-ZHI WINNING 2 PRESENTATION						1966		
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 1 PRESENTATION						9175		
	BALANCING-ON-ROLLING-BALL LEFT LF-ZHI WINNING 2 PRESENTATION						3932		
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING-BALL CENTER LF-ZHI WINNING 2 PRESENTATION								

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FIG.91

LI-ZHI PRESENTATION SELECTION TABLE (WIN LAMP BEING ILLUMINATED)

LI-ZHI SIGN PRESENTATION	LI-ZHI PRESENTATION	LI-ZHI PRESENTATION SELECTION TABLE							
		00	11	12	13	14	15	16	17
YAH-HOO SIGN PRESENTATION	NO LI-ZHI PRESENTATION								
	NORMAL LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI FAILURE PRESENTATION								
	OSHIKURA LI-ZHI WINNING PRESENTATION								
	POWERBALL 1 LI-ZHI FAILURE PRESENTATION								
	POWERBALL 1 LI-ZHI WINNING PRESENTATION								
	POWERBALL 2 LI-ZHI FAILURE PRESENTATION								
	POWERBALL 2 LI-ZHI WINNING PRESENTATION								
	POWERBALL 3 LI-ZHI FAILURE PRESENTATION								
	POWERBALL 3 LI-ZHI WINNING PRESENTATION								
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING- BALL RIGHT LI-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI WINNING 1 PRESENTATION								
	BALANCING-ON-ROLLING- BALL LEFT LI-ZHI WINNING 2 PRESENTATION								
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI FAILURE PRESENTATION								
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 1 PRESENTATION						32112		
	BALANCING-ON-ROLLING- BALL CENTER LI-ZHI WINNING 2 PRESENTATION						13762		
BAROON LI-ZHI (BONUS DETERMINATION)									65535

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FIG.92

BBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN BB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	19660
Do	26214
CAKE	9831
COOKIE	9830

FIG.93

RBRECHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN RB GENERATION PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
BAR	3276
Do	9830
CAKE	26215
COOKIE	26214

FIG.94

MSRECCHDAT TABLE FOR SELECTING SYMBOLS DISPLAYED WHEN *LI-ZHI* FAILURE PRESENTATION IS EFFECTED

TYPE OF DISPLAYED SYMBOL	SAMPLING VALUE
7	3276
BAR	6553
Do	9830
CAKE	22938
COOKIE	22938

FIG.95

SYMBOL DISPLAYED ON CENTER REEL WHEN BALANCING-ON-ROLLING-BALL *LI-ZHI* HAS FAILED

TEN P'AI'S SYMBOL	CENTER DISPLAYED SYMBOL
7 DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = BAR
BAR DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = Do
Do DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = E
CAKE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = COOKIE
COOKIE DISPLAYED ON EITHER SIDE REEL	SYMBOL DISPLAYED IN CENTER = 7

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FIG.96

DURING NORMAL PLAY (GNRLPLAY)

INTERNALLY-GENERATED COMBINATIONS	(CHERRY OR DRAGON B)	(DRAGON)	(DIAMOND)	(REPLAY)	(SINGLE-SHOT RB)	(SINGLE-SHOT RB)	(FAILURE)
DISPLAYED SYMBOL SELECTION TABLE NUMBER	DISPLAYED SYMBOL SELECTION TABLE 1	DISPLAYED SYMBOL SELECTION TABLE 2	DISPLAYED SYMBOL SELECTION TABLE 3	DISPLAYED SYMBOL SELECTION TABLE 4	DISPLAYED SYMBOL SELECTION TABLE 9	DISPLAYED SYMBOL SELECTION TABLE 10	DISPLAYED SYMBOL SELECTION TABLE 0
TYPE OF WINNING SIGN PRESENTATION	GROUP 1 L-SIGN PRESENTATION				3277	3277	
	GROUP 2 H-SIGN PRESENTATION				13107	13107	
	DG L-SIGN PRESENTATION	32768			3277	3277	
	DG H-SIGN PRESENTATION	3277			13107	13107	
	DIAMOND L-SIGN PRESENTATION		52428		3277	3277	
	DIAMOND H-SIGN PRESENTATION		6554		13107	13107	
	REPLAY SIGN PRESENTATION			65535	13107	13107	
	NONE	29490	6553		3276	3276	65535
	E	4587	48495	4587	2621	1310	10485
	X	48495	4587		2621	1310	10485
TYPE OF DISPLAYED SYMBOL	T	45874	4587	4587	2621	1310	10485
	R	3276	4587	48495	2621	1310	10485
	A	9830		4587	2621	1310	10485
	7	659	659	659	6558	22288	2626
	BAR	655	655	655	18349	6553	2621
	Do	655	655	655	6553	11796	2621
	CAKE	655	655	655	10485	9174	2621
	COOKIE	655	655	655	10485	9174	2621

FIG.97

DURING INTERNAL GENERATION OF BONUS GAME (BNFGPLAY)

INTERNALLY-GENERATED COMBINATION	GROUP 1	DG	DIAMOND	REPLAY	RB	BB
DISPLAYED SYMBOL SELECTION TABLE NUMBER	DISPLAYED SYMBOL SELECTION TABLE 5	DISPLAYED SYMBOL SELECTION TABLE 6	DISPLAYED SYMBOL SELECTION TABLE 7	DISPLAYED SYMBOL SELECTION TABLE 8	DISPLAYED SYMBOL SELECTION TABLE 11	DISPLAYED SYMBOL SELECTION TABLE 12
TYPE OF WINNING SIGN PRESENTATION	GROUP 1 L-SIGN PRESENTATION	3277	3277	6554	/	/
	GROUP 2 H-SIGN PRESENTATION	26214	3276	6553		
	DG L-SIGN PRESENTATION	3277	22938	6554		
	DG H-SIGN PRESENTATION	3277	22938	6553		
	DIAMOND L-SIGN PRESENTATION	3277	19661	6554		
	DIAMOND H-SIGN PRESENTATION	3276	26214	6553		
	REPLAY SIGN PRESENTATION		3276	13107		
	NONE	6553	6553	13107		
	E		32767		6553	13107
	X		32767	3276	6553	6553
TYPE OF DISPLAYED SYMBOL	T	6553	3276	45874	13107	6553
	R		3276	3276	6553	6553
	A	39321	6553	9830	6553	6553
	7	7867	1316	659	3937	6553
	BAR	1310	6553	655	6553	3932
	Do	7864	1310	655	5242	5242
	CAKE	1310	6553	655	5242	5242
	COOKIE	1310	655	655	5242	5242

FIG.98

LI-ZHI PRESENTATION SELECTION TABLE

		FLASH DATA NUMBER									
		0	1	2	3	4	5	6	7	8	
GAME STATUS	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 1)	00	00	01	01	03	03	05	05	00	
	NORMAL GAME IN PROGRESS [GNRLRECH](STARTING SOUND 2)	00	00	02	02	04	04	06	06	00	
	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 1)	00	00	19	19	07	07	09	09	00	
	INTERNAL GENERATION OF BONUS GAME IN PROGRESS [BNFGRECH](STARTING SOUND 2)	18	18	02	02	08	08	10	10	00	
	WIN LAMP BEING ILLUMINATED [WLNRECH](STARTING SOUND 1)	00	00	11	11	13	13	15	15	17	
	WIN LAMP BEING ILLUMINATED [WLNRECH](STARTING SOUND 2)	00	00	12	12	14	14	16	16	17	

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SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 9		DIAMOND DURING INTERNAL ELECTION OF BB OR RB	
0 2 8	NO	STARTING SOUND 1	4
0 2 2	NO	STARTING SOUND 1	5
0 5 0	YES	STARTING SOUND 1	7
1 5 6	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 0		MISS IN NORMAL GAME	
2 2 5	NO	STARTING SOUND 1	NO
0 0 1	NO	STARTING SOUND 1	5
0 1 3	NO	STARTING SOUND 2	NO
0 1 3	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	2
0 0 1	NO	STARTING SOUND 2	3
0 0 1	NO	STARTING SOUND 2	5
0 0 1	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 1		GROUP 1 IN NORMAL GAME	
1 6 3	NO	STARTING SOUND 1	NO
0 0 6	NO	STARTING SOUND 1	2
0 0 3	NO	STARTING SOUND 1	3
0 4 1	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	7
0 2 6	NO	STARTING SOUND 2	NO
0 0 2	NO	STARTING SOUND 2	6
0 1 0	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	2

FIG.100

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 2		DG IN NORMAL GAME	
188	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
013	NO	STARTING SOUND 2	NO
036	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
004	NO	STARTING SOUND 2	6
FLASH DATA TABLE 3		DIAMOND IN NORMAL GAME	
113	NO	STARTING SOUND 1	NO
002	NO	STARTING SOUND 1	4
001	NO	STARTING SOUND 1	5
002	NO	STARTING SOUND 2	NO
018	NO	STARTING SOUND 2	4
120	NO	STARTING SOUND 2	NO
FLASH DATA TABLE 4		REPLAY IN NORMAL GAME	
196	NO	STARTING SOUND 1	NO
010	NO	STARTING SOUND 1	1
002	NO	STARTING SOUND 1	6
022	NO	STARTING SOUND 2	NO
022	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	NO
001	NO	STARTING SOUND 2	2
001	NO	STARTING SOUND 2	6

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FIG.101

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 5 BB, RB IN NORMAL GAME			
1 1 4	NO	STARTING SOUND 1	NO
0 0 1	NO	STARTING SOUND 1	4
0 0 1	YES	STARTING SOUND 1	7
0 0 1	YES	STARTING SOUND 2	8
0 0 9	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	7
0 2 0	NO	STARTING SOUND 2	NO
0 0 5	NO	STARTING SOUND 2	2
0 2 0	NO	STARTING SOUND 2	NO
0 0 2	NO	STARTING SOUND 2	2
0 0 4	YES	STARTING SOUND 2	6
0 2 6	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	3
0 4 5	NO	STARTING SOUND 2	NO
0 0 3	NO	STARTING SOUND 2	5
FLASH DATA TABLE 6 MISS DURING INTERNAL ELECTION OF BB OR RB			
1 5 4	NO	STARTING SOUND 1	NO
0 0 6	NO	STARTING SOUND 1	5
0 0 6	YES	STARTING SOUND 1	3
0 1 1	YES	STARTING SOUND 2	4
0 1 2	YES	STARTING SOUND 2	5
0 0 5	NO	STARTING SOUND 2	2
0 3 5	NO	STARTING SOUND 2	3
0 2 7	NO	STARTING SOUND 2	5

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FIG.102

SAMPLED VALUE	WINNING DEFINITION DATA	GAME-STARTING SOUND	BLINKING PATTERN AFTER STOPPING ALL REELS
FLASH DATA TABLE 7 GROUP 1 DURING INTERNAL ELECTION OF BB OR RB			
0 2 7	NO	STARTING SOUND 1	NO
0 2 8	NO	STARTING SOUND 1	2
0 4 2	NO	STARTING SOUND 1	3
0 0 3	YES	STARTING SOUND 1	8
0 0 1	NO	STARTING SOUND 2	NO
0 2 1	NO	STARTING SOUND 2	7
0 3 8	NO	STARTING SOUND 2	NO
0 0 6	NO	STARTING SOUND 2	6
0 8 5	NO	STARTING SOUND 2	NO
0 0 5	NO	STARTING SOUND 2	2
FLASH DATA TABLE 8 DG. REPLAY DURING INTERNAL ELECTION OF BB OR RB			
0 7 9	NO	STARTING SOUND 1	NO
0 2 1	NO	STARTING SOUND 1	1
0 1 4	YES	STARTING SOUND 1	5
0 1 4	NO	STARTING SOUND 1	6
0 2 3	NO	STARTING SOUND 2	NO
0 2 0	NO	STARTING SOUND 2	NO
0 0 1	NO	STARTING SOUND 2	NO
0 1 9	NO	STARTING SOUND 2	6
0 3 6	NO	STARTING SOUND 2	NO
0 0 4	NO	STARTING SOUND 2	2
0 2 5	YES	STARTING SOUND 2	7

00022T"49004760

FIG. 103



FIG. 104



FIG. 105

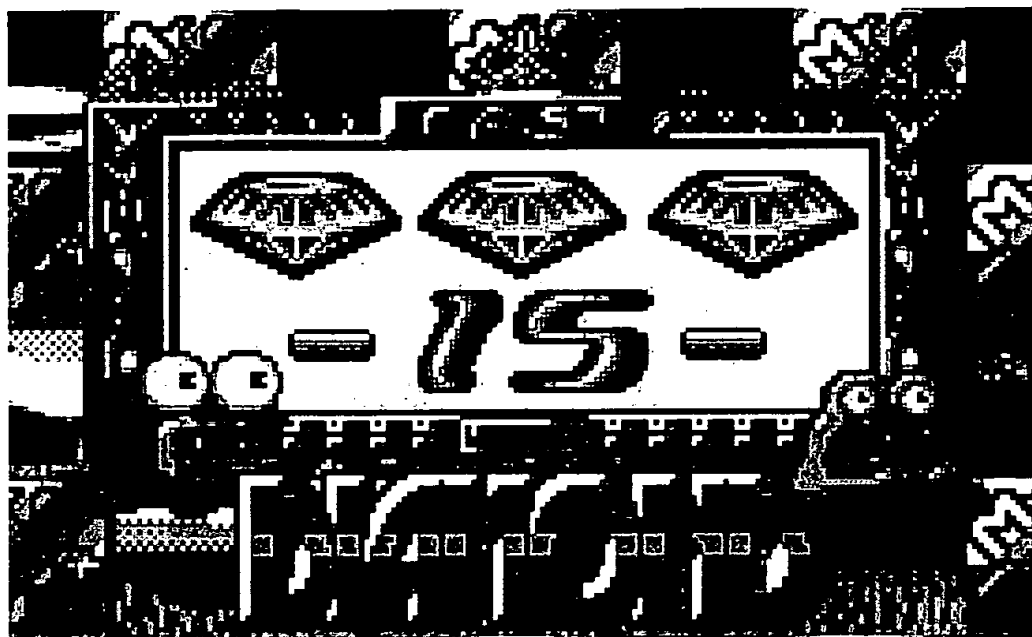


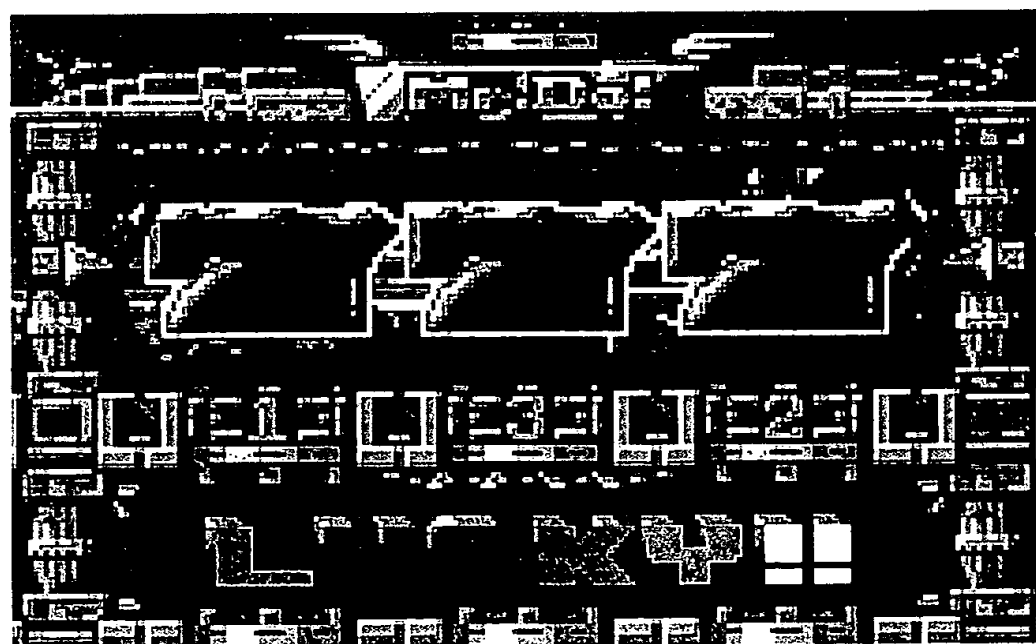
FIG. 106



FIG. 107



FIG. 108



00022T" 49004 12200

FIG. 116

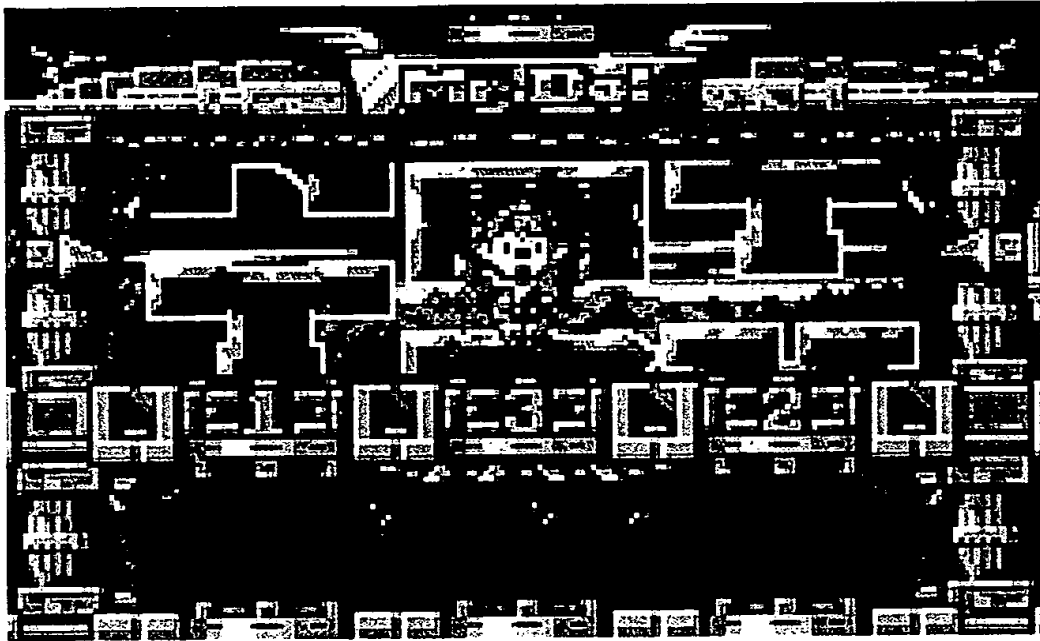


FIG. 117



000221" 49004260

FIG. 118



FIG. 119

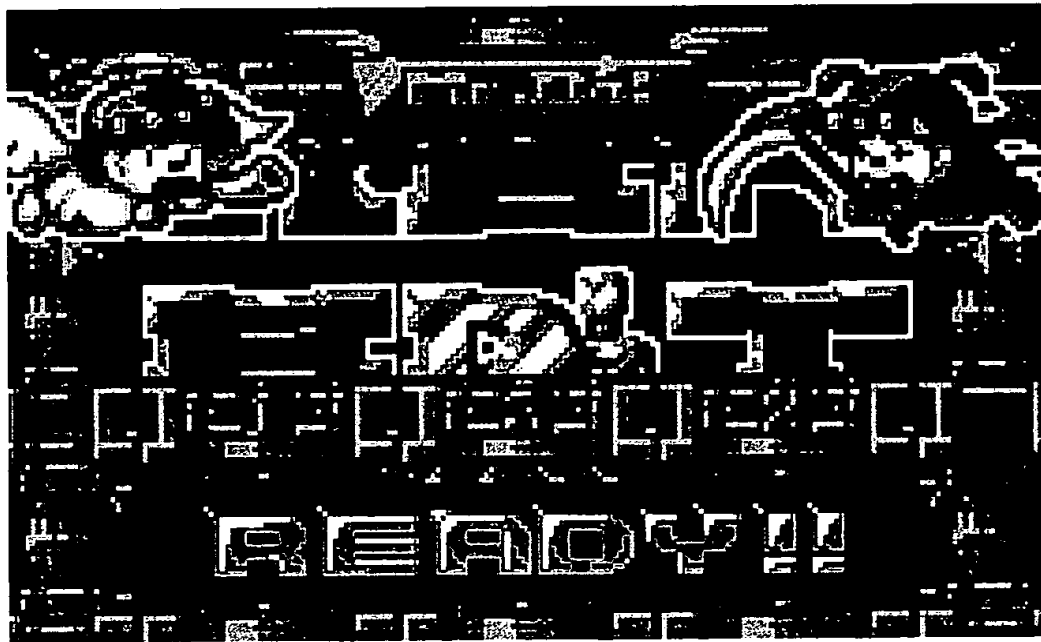


FIG. 122



FIG. 123



0974064 "122000

FIG. 124



FIG. 125



FIG. 126

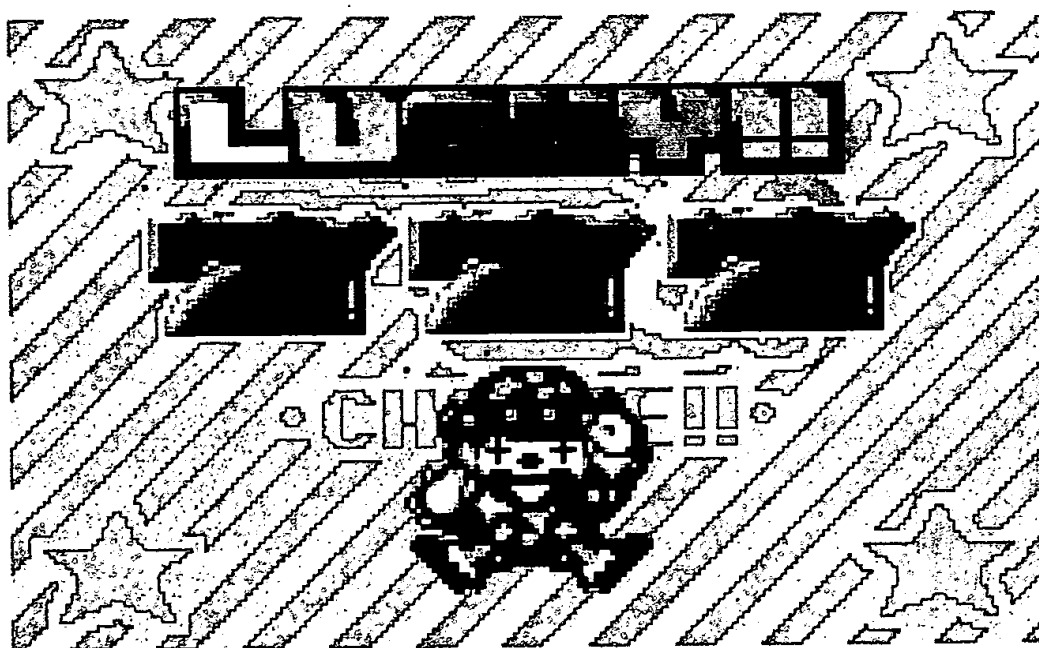
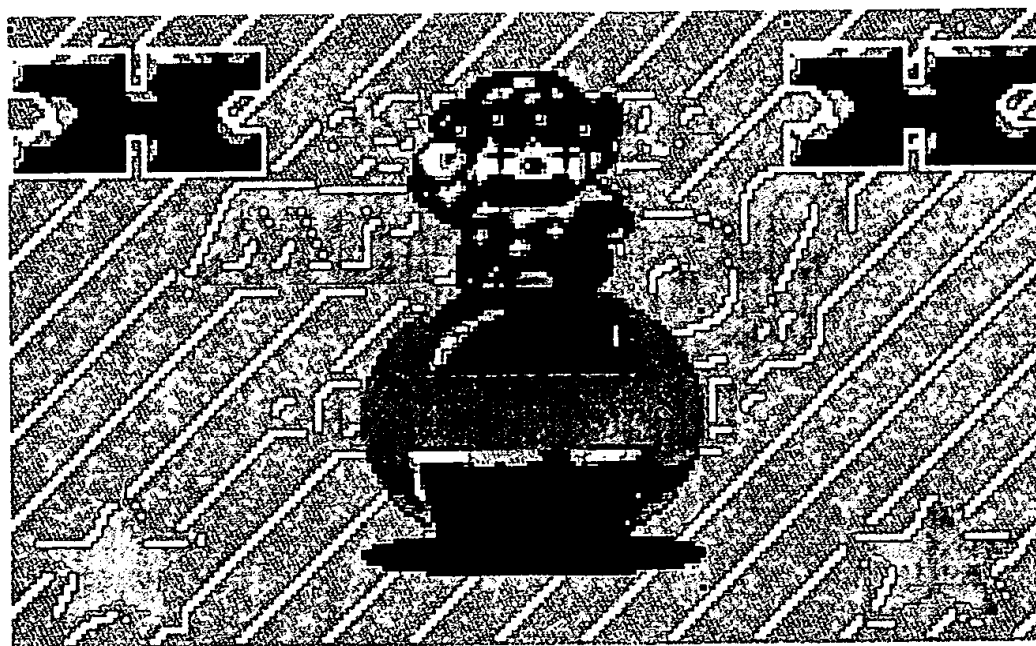
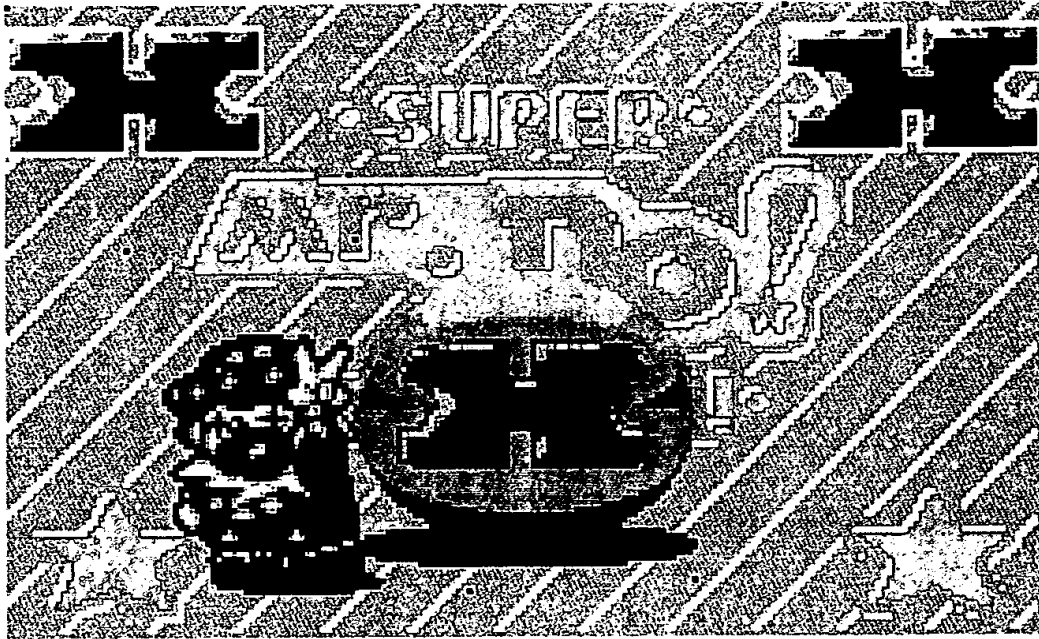


FIG. 127



F I G. 128



F I G. 129

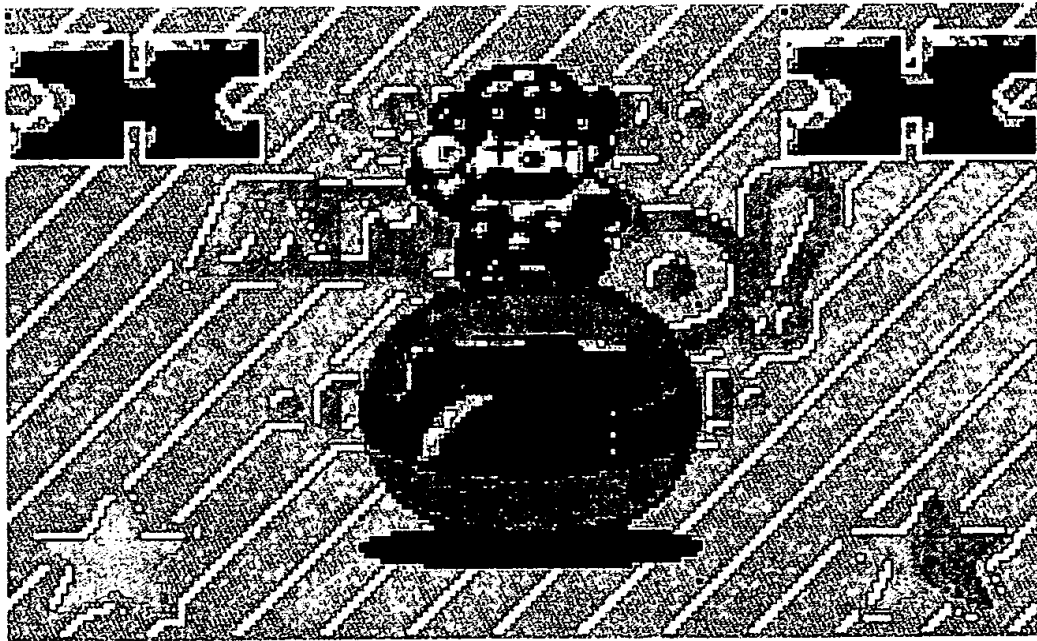
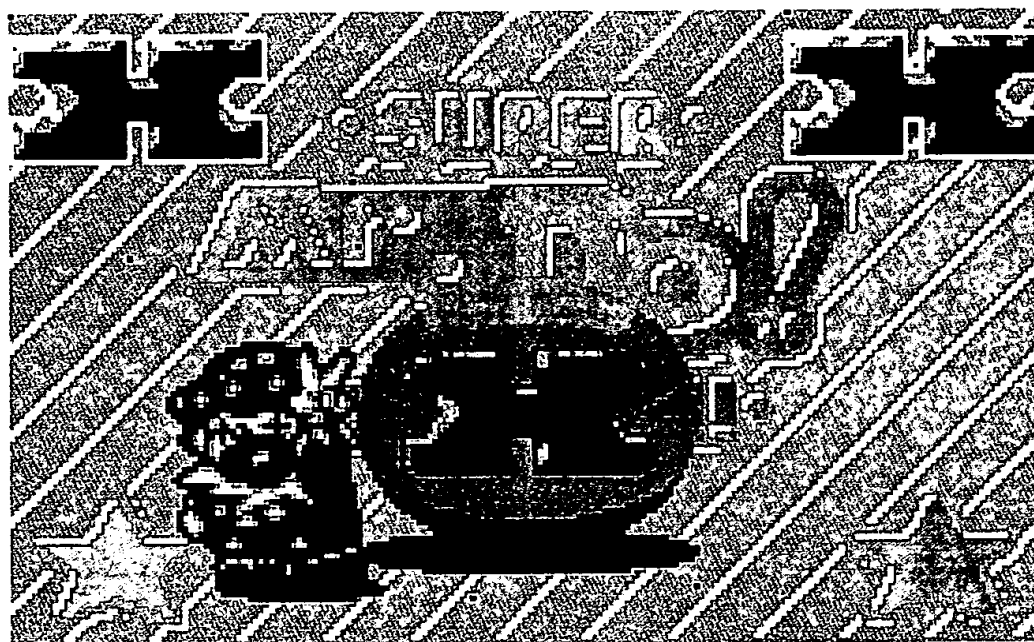


FIG. 130



FIG. 131



F I G. 132

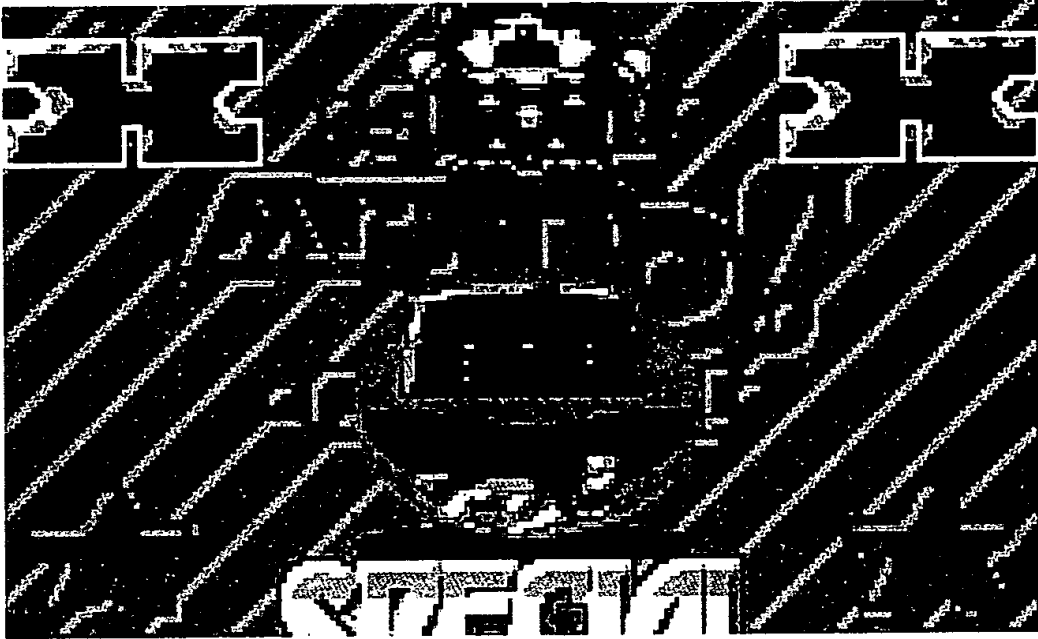


FIG. 133

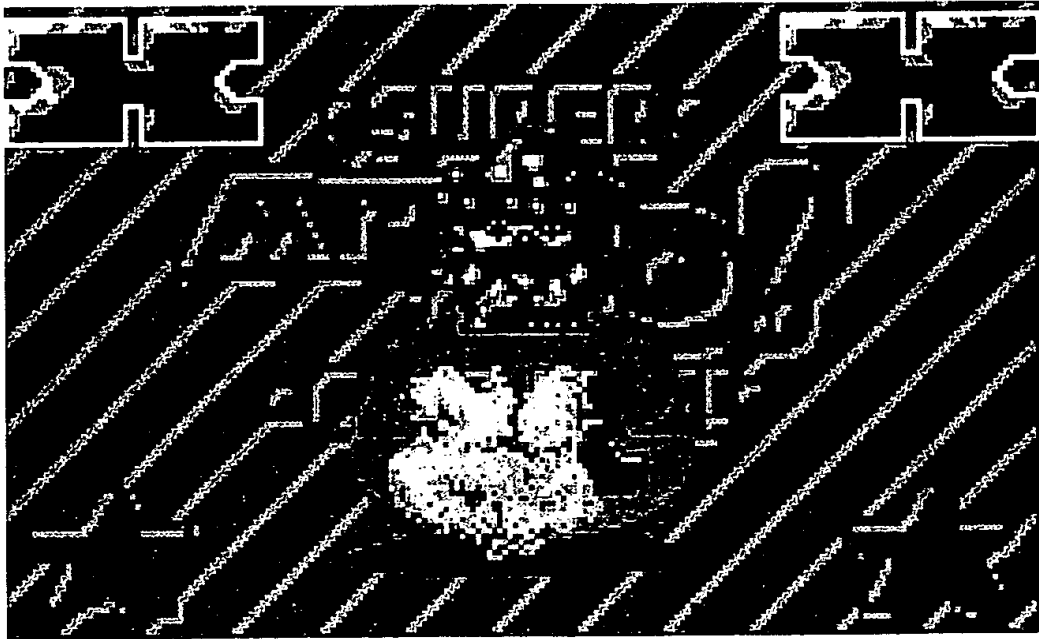


FIG. 134

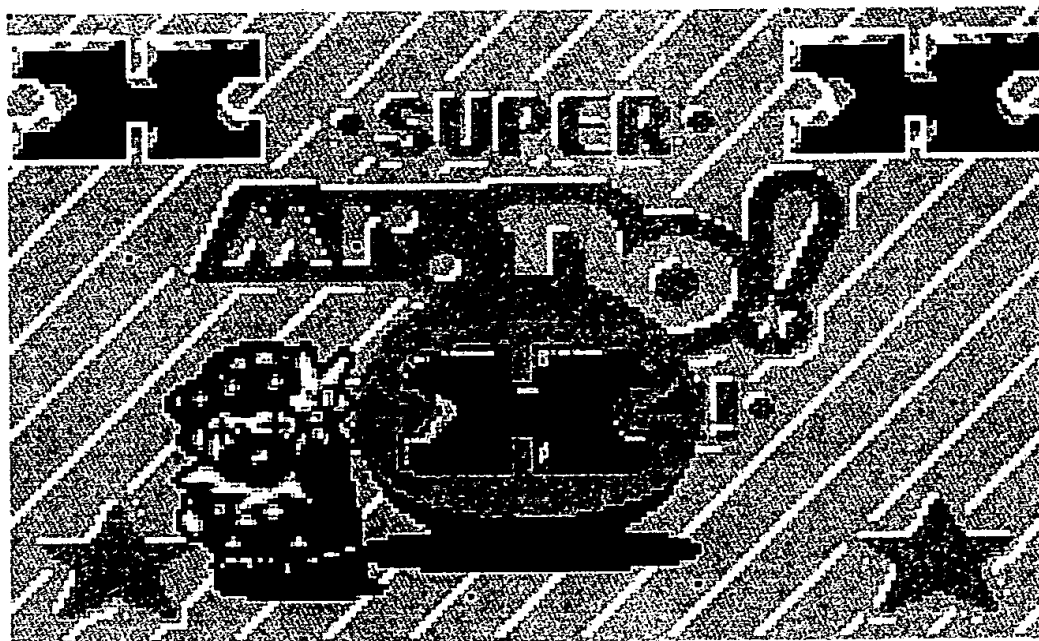


FIG. 135



000221-4900760

FIG. 136



FIG. 137



FIG. 138

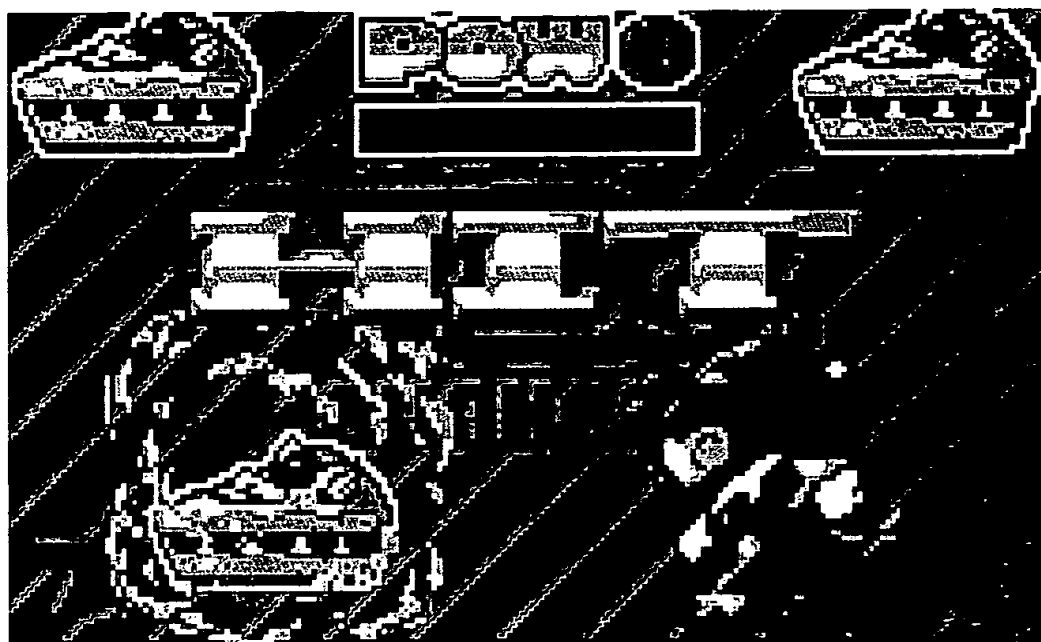


FIG. 139



FIG. 140



FIG. 141

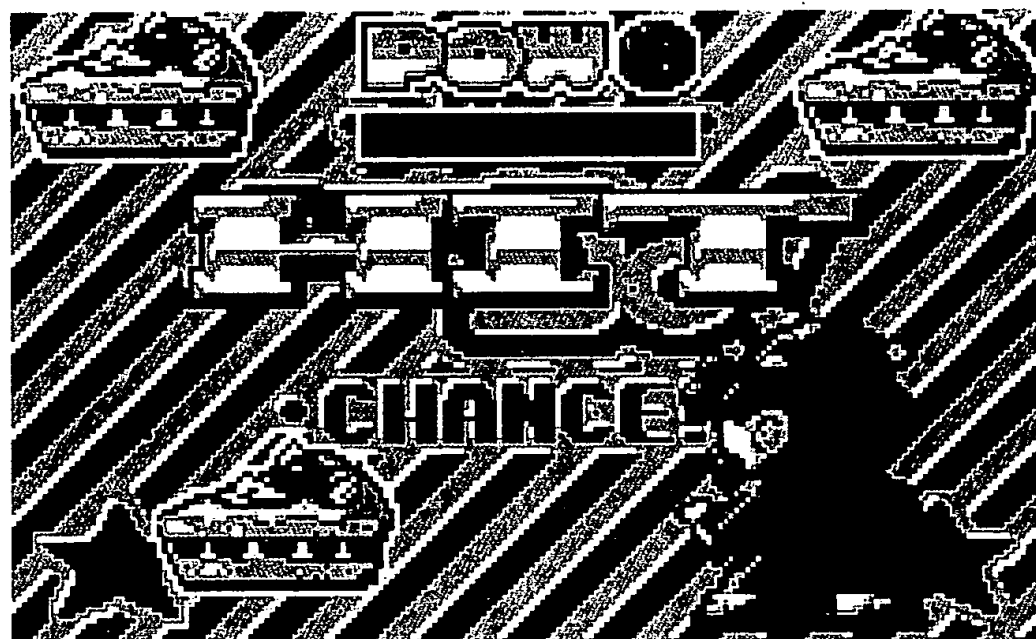


FIG. 142



FIG. 143



FIG. 144



FIG. 145



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FIG. 146



FIG. 147



000221" 49004260

FIG. 148

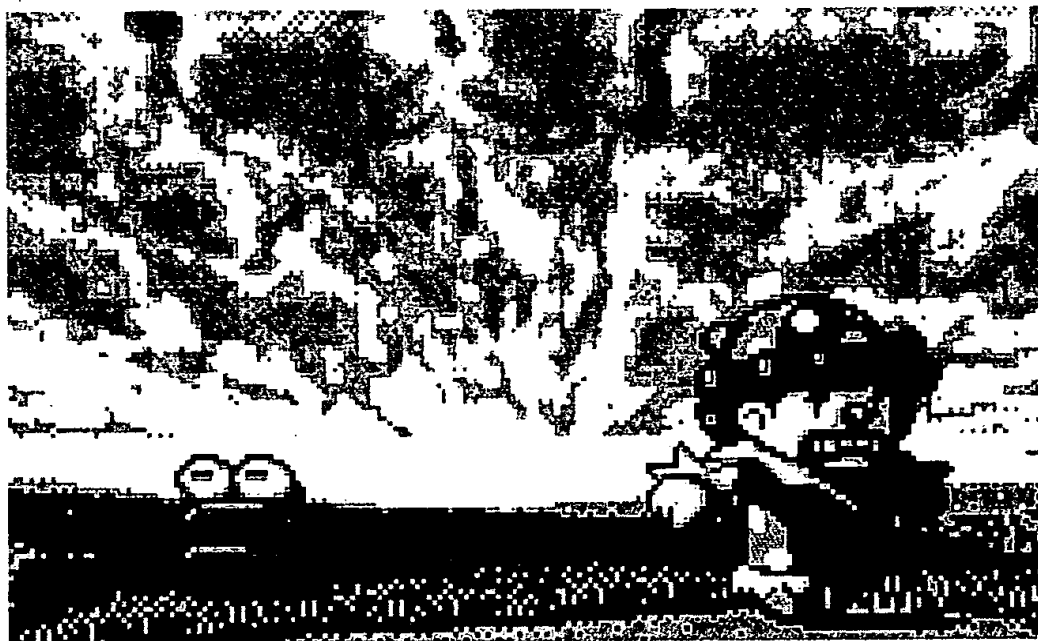


FIG. 149

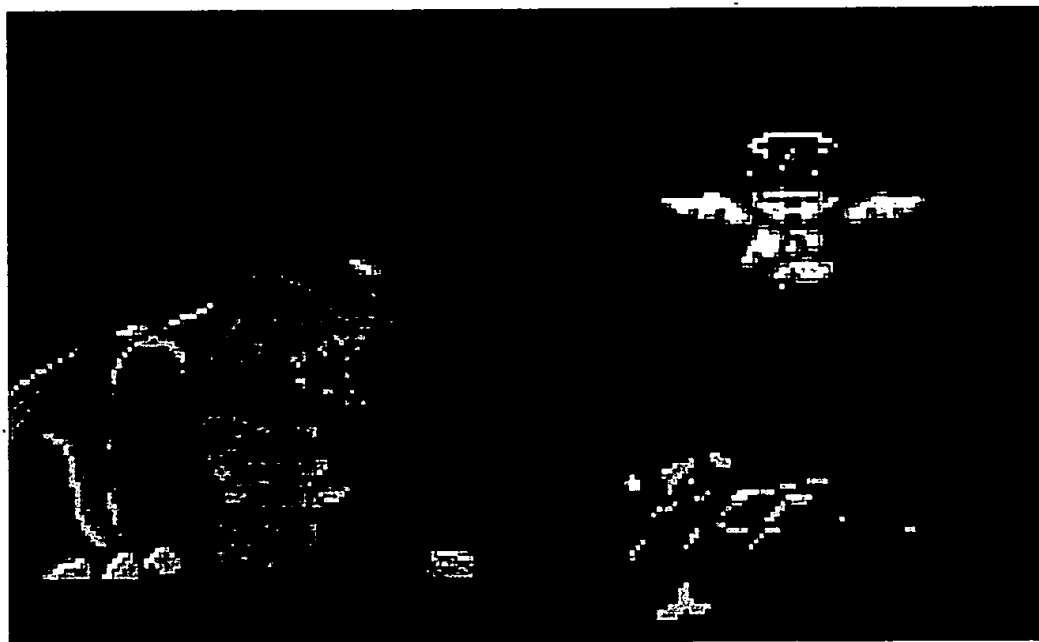


09740064-122000

FIG. 150



FIG. 151



000227" 49004260

FIG. 152

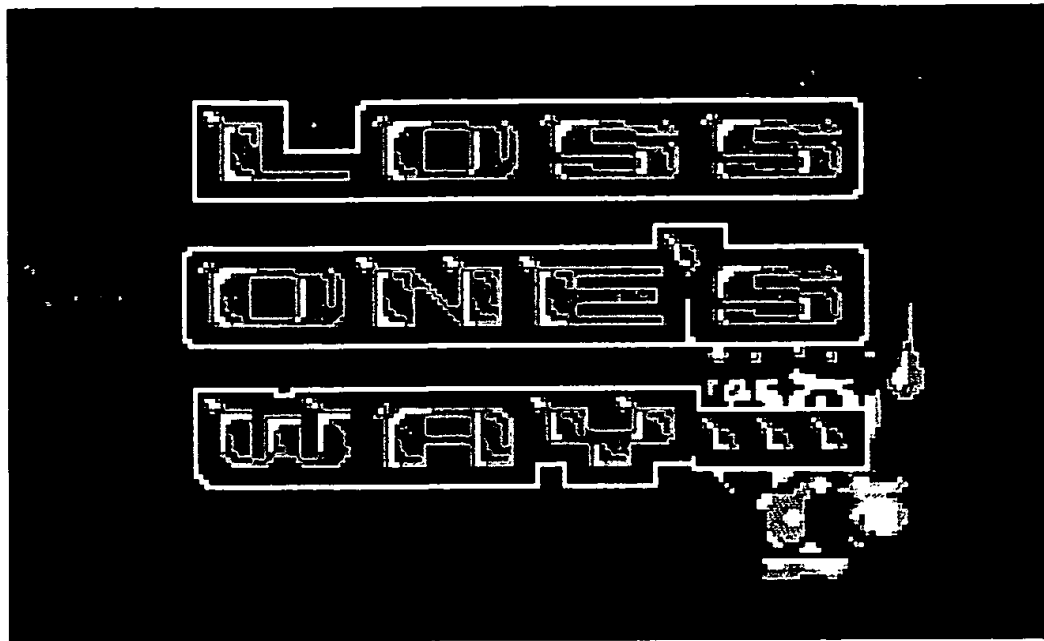
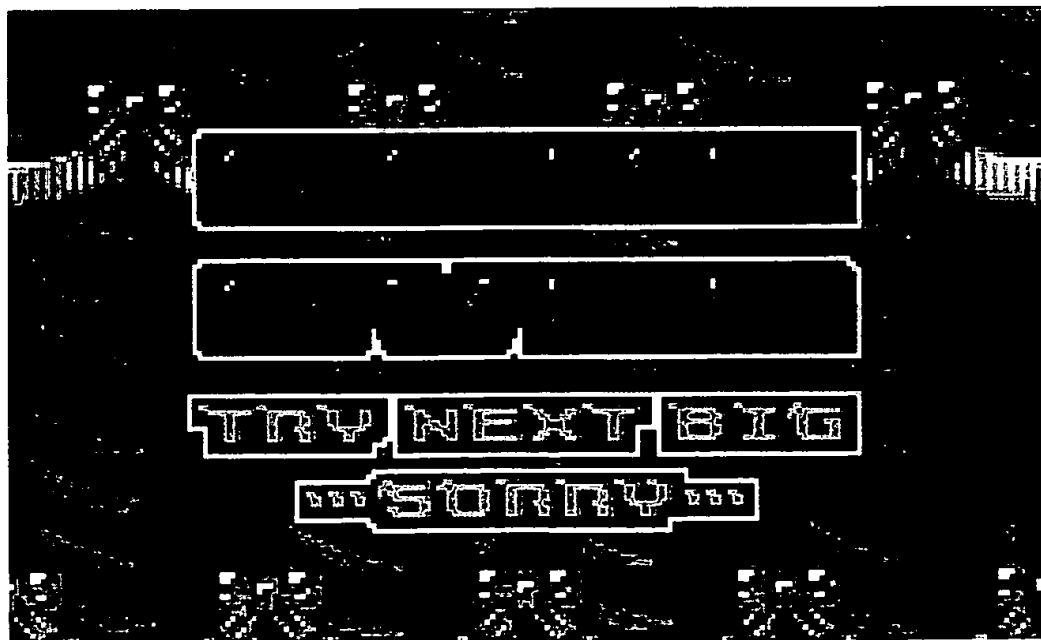


FIG. 153



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FIG. 154

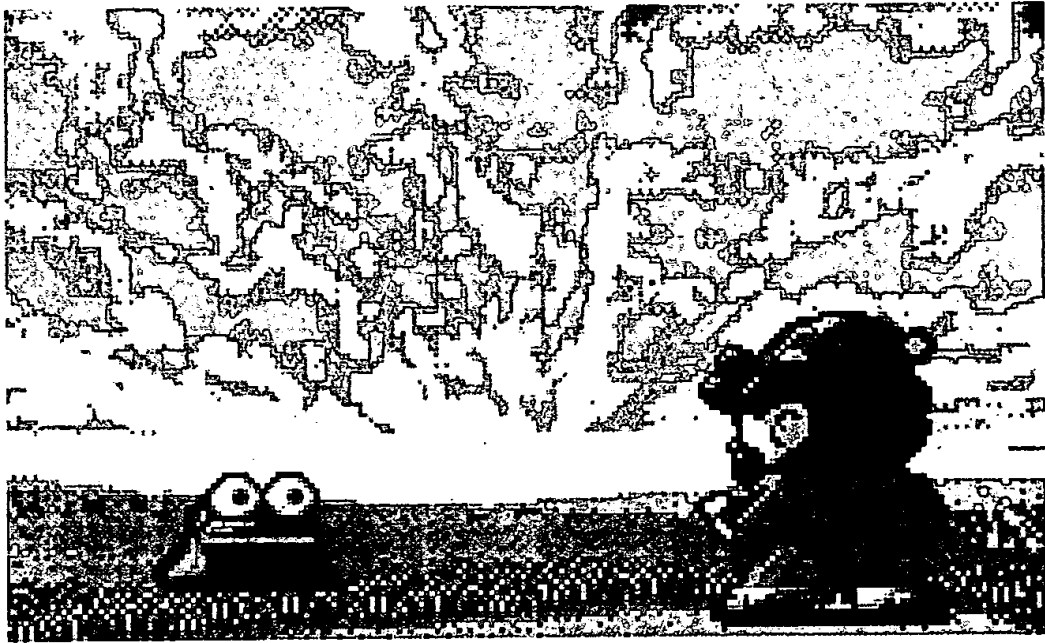
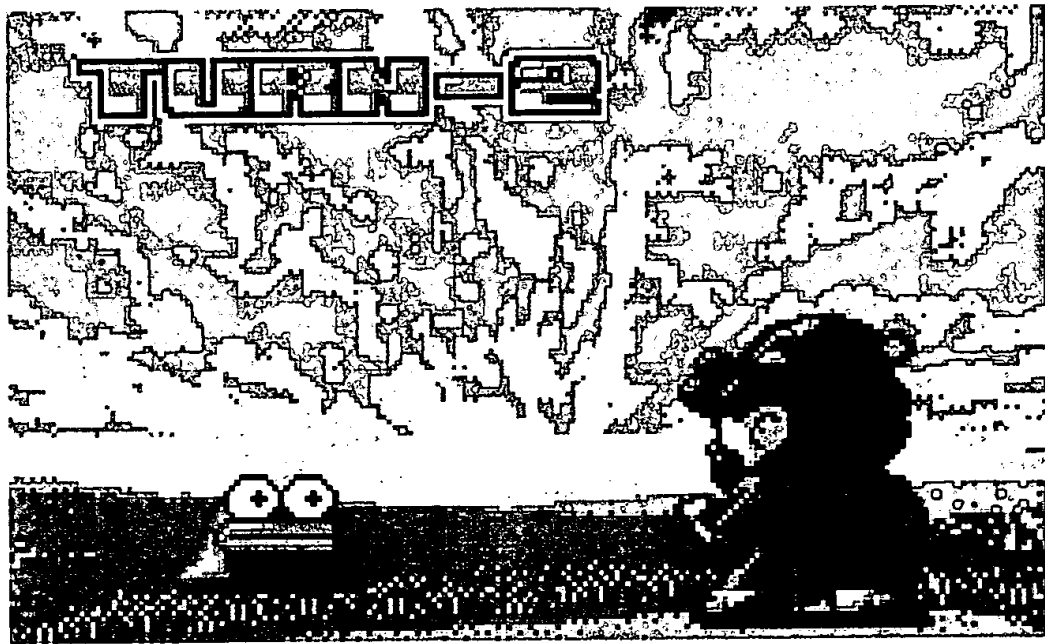


FIG. 155



09740064.122000

FIG. 156

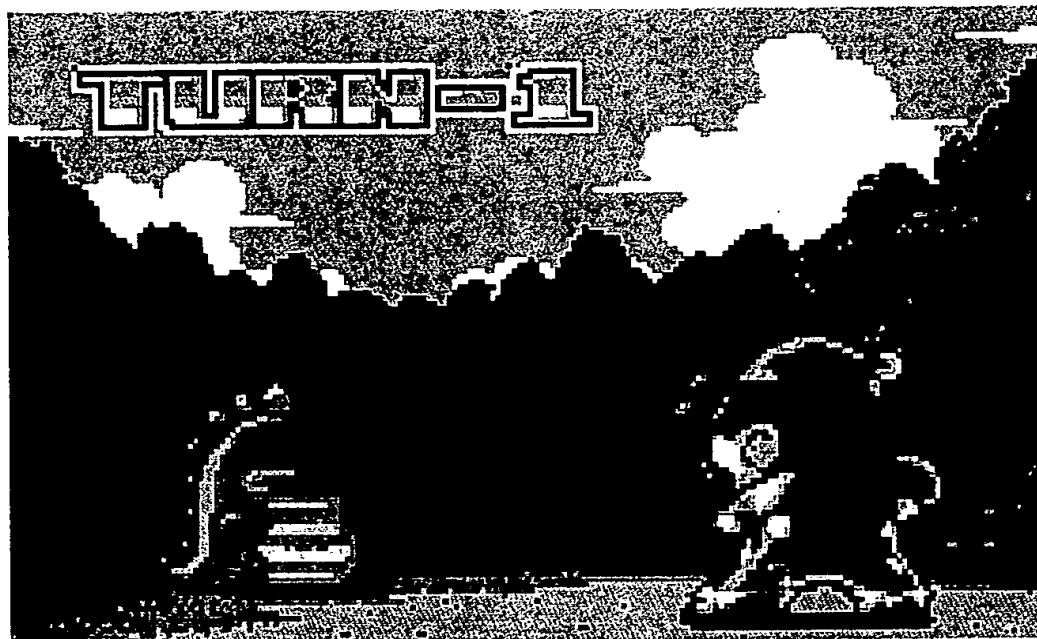


FIG. 157



000227 79064 122000

F I G. 158



F I G. 159



00022T"4900460

FIG. 160

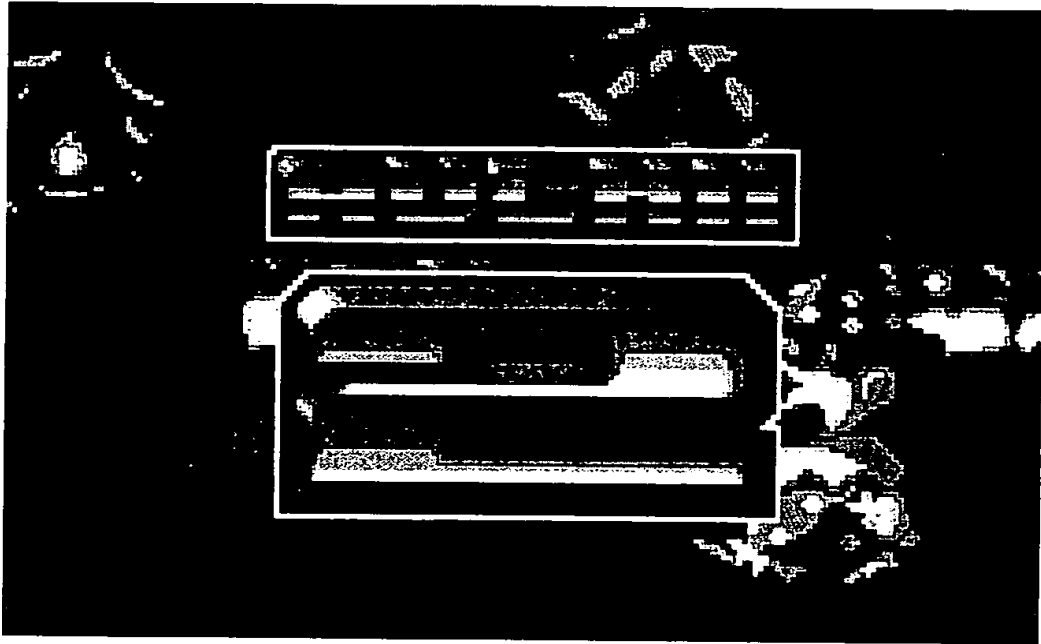


FIG. 161



000227-79004260

F I G. 162



F I G. 163

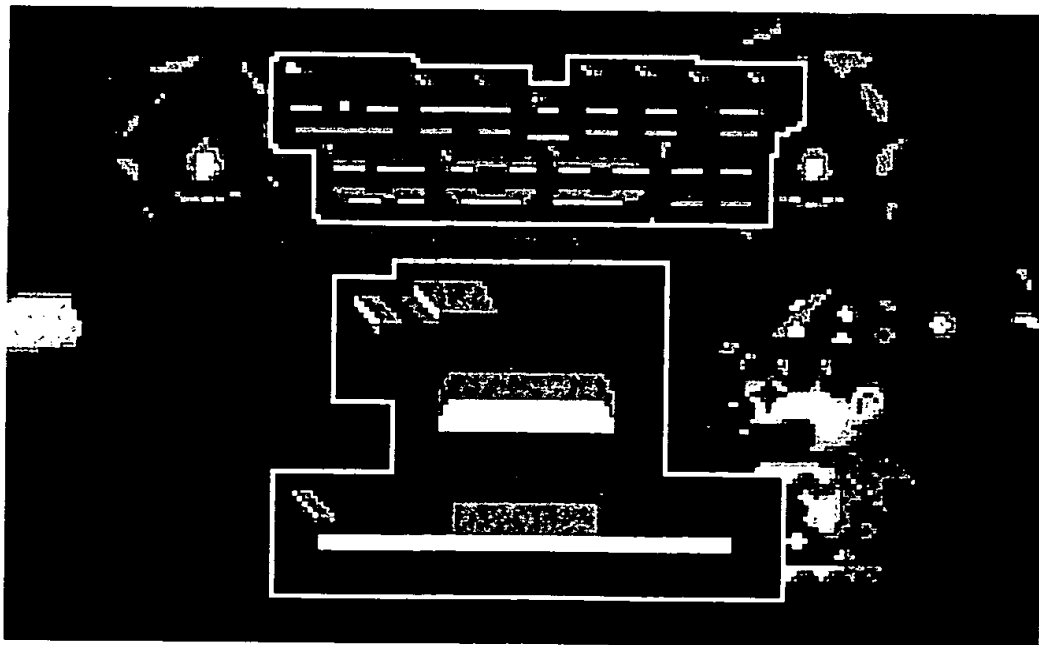


FIG. 164

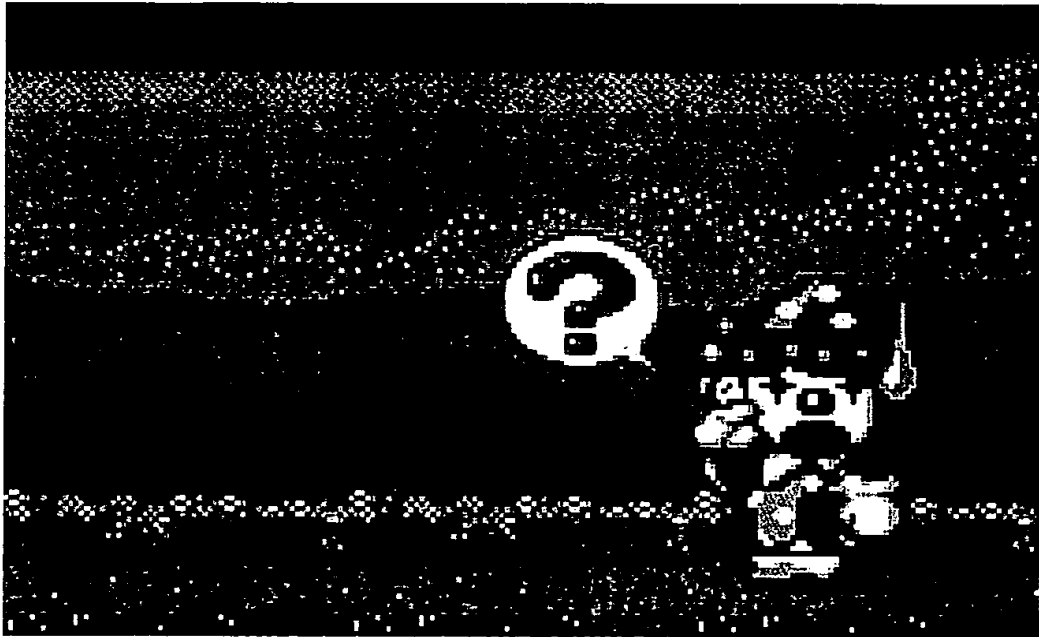


FIG. 165



FIG. 166

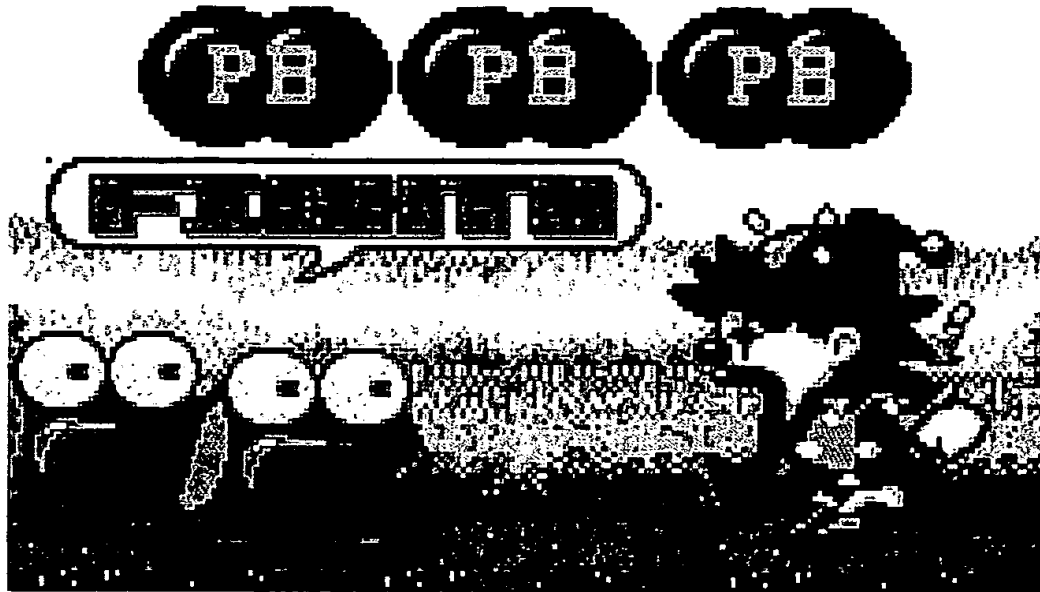


FIG. 167

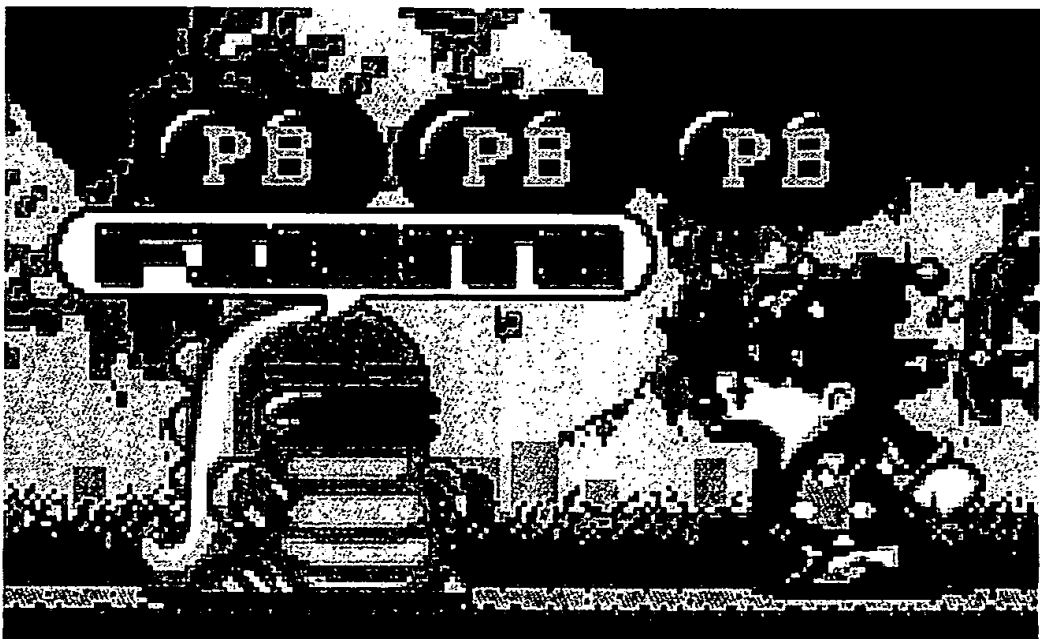


FIG. 168



FIG. 169

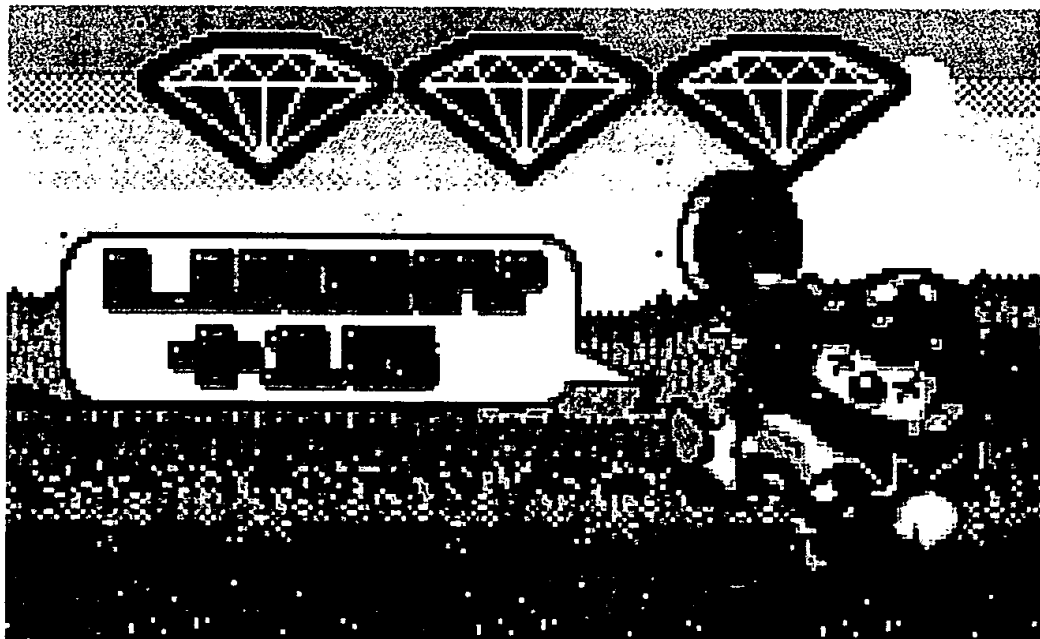


FIG. 170

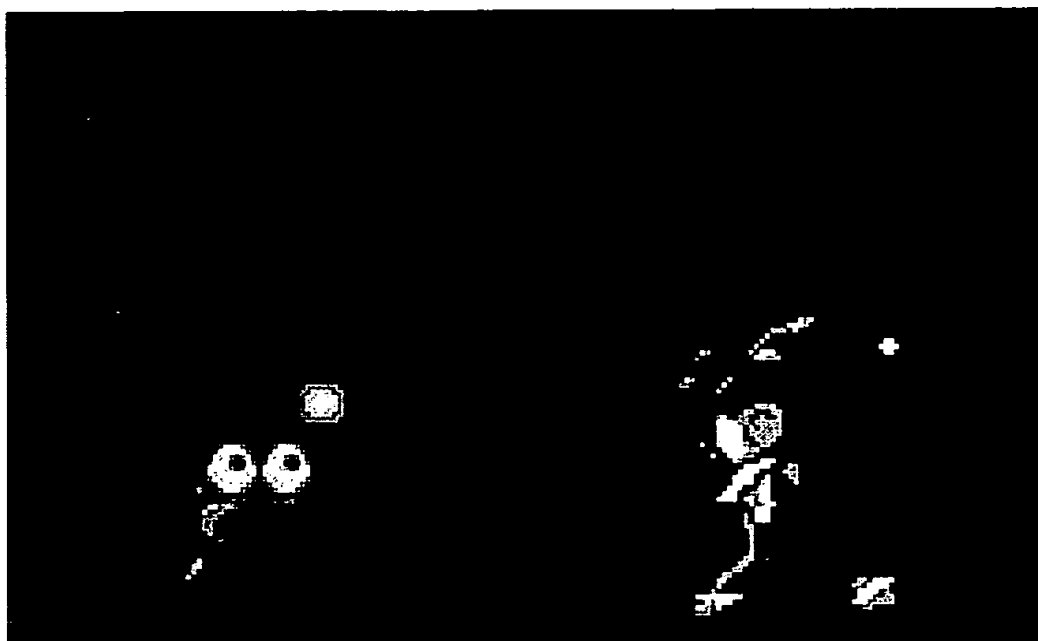
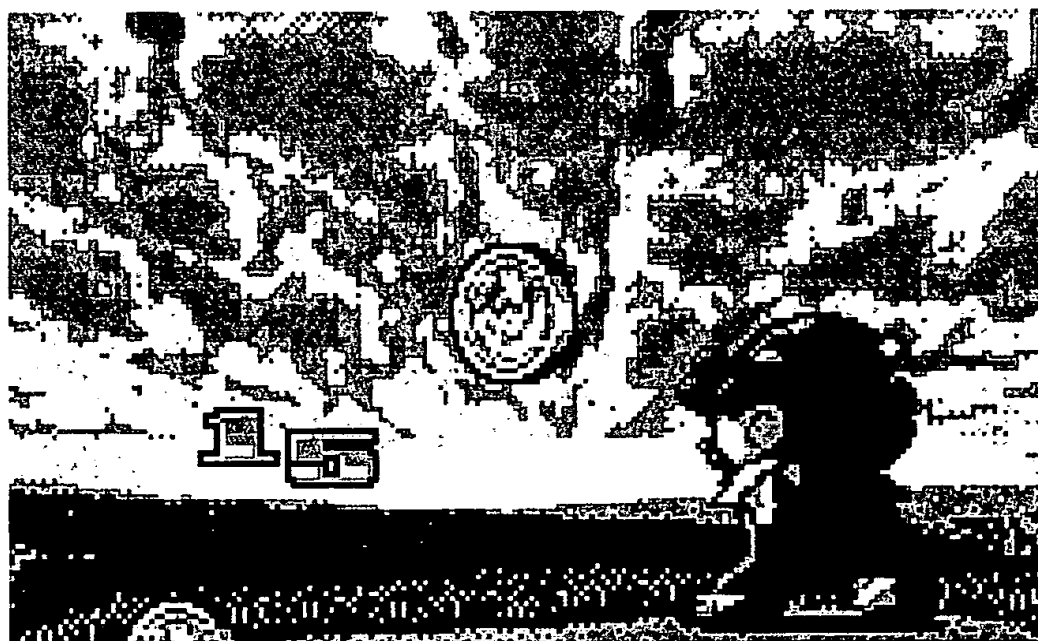


FIG. 171



09740064-122000

FIG. 172



FIG. 173



FIG. 174



FIG. 175



FIG. 176



FIG. 177



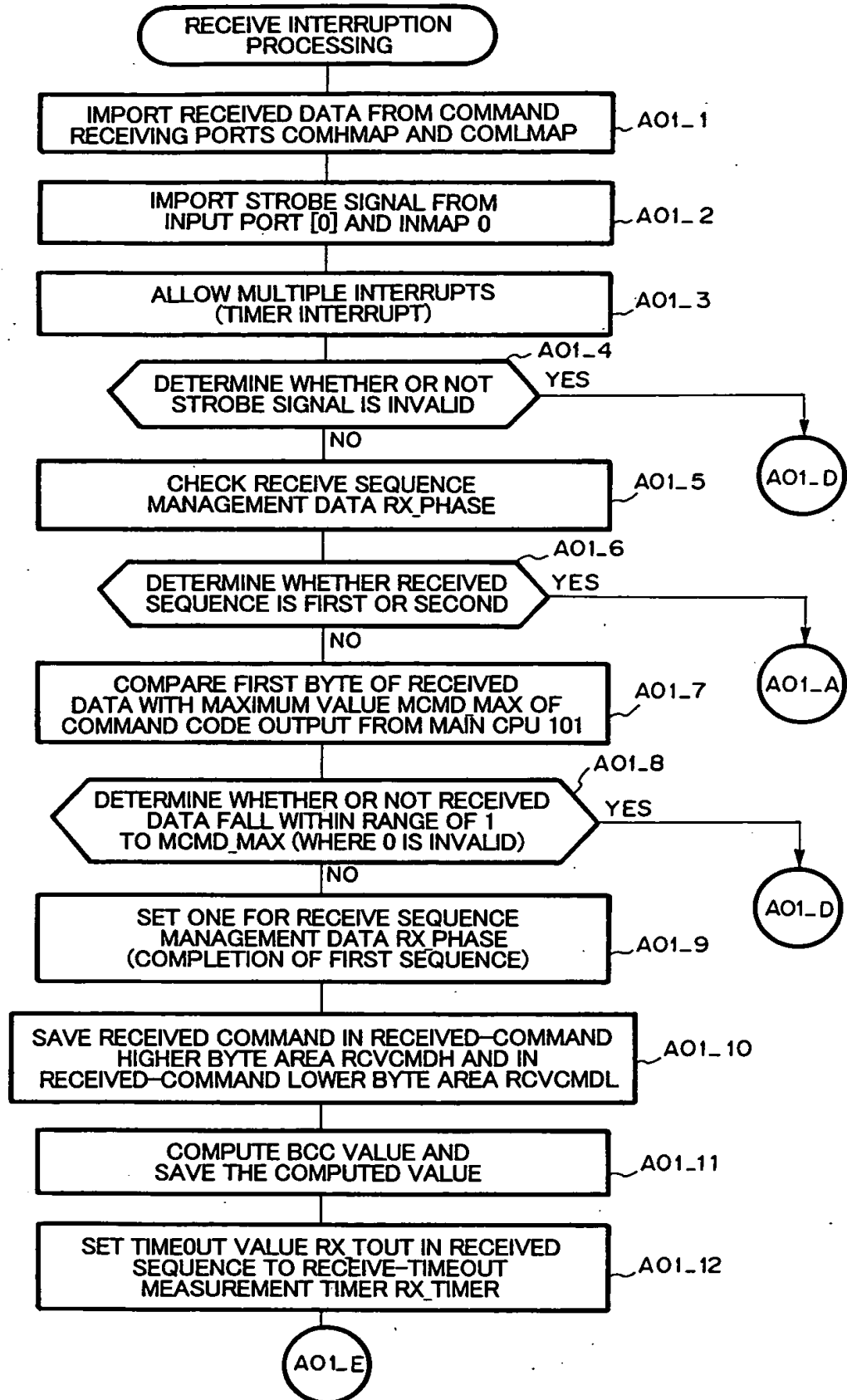
09740064-122000

FIG. 178



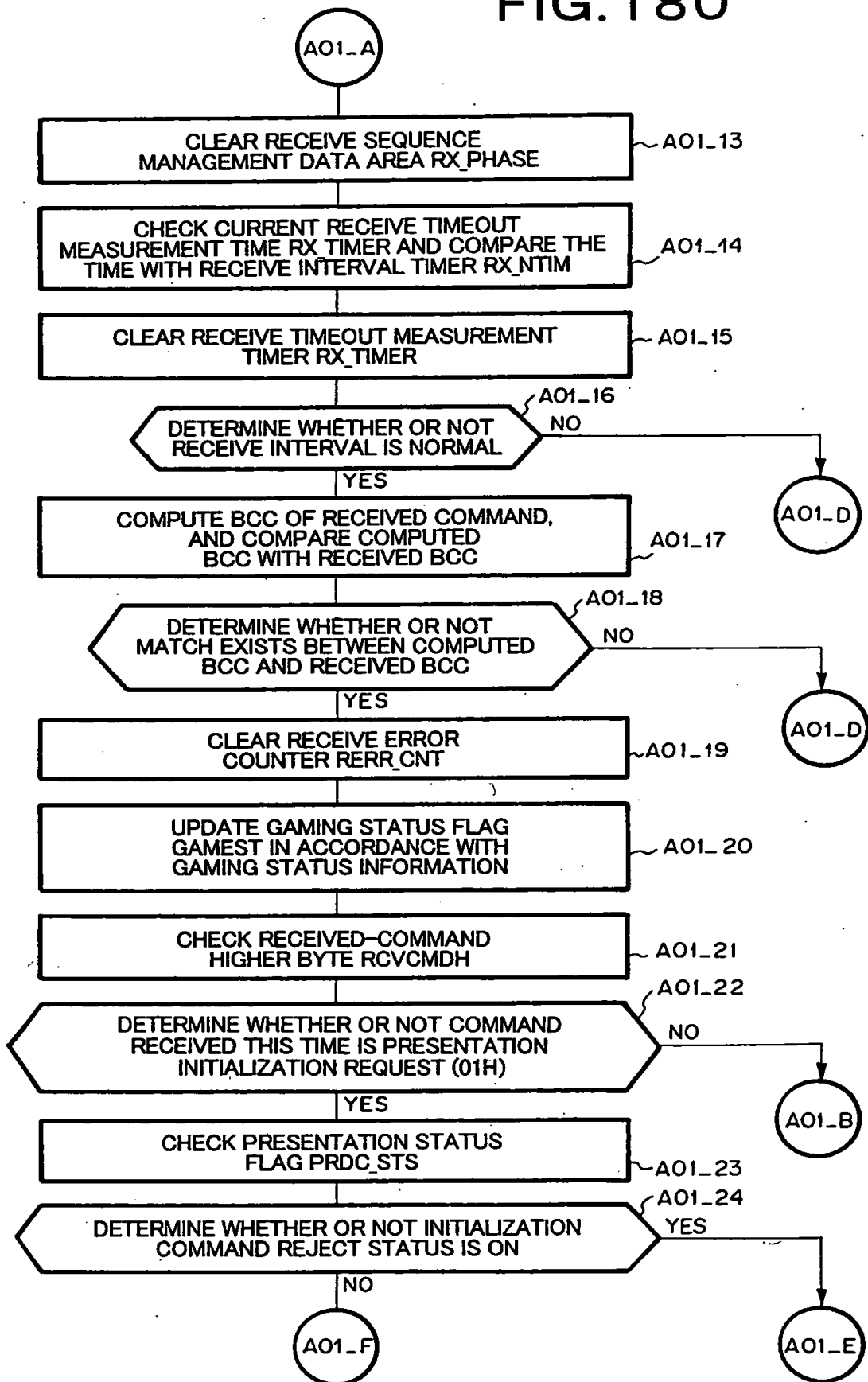
000227" 79004260

FIG.179



097440064 " 122000

FIG.180



09740054-122000

FIG.181A

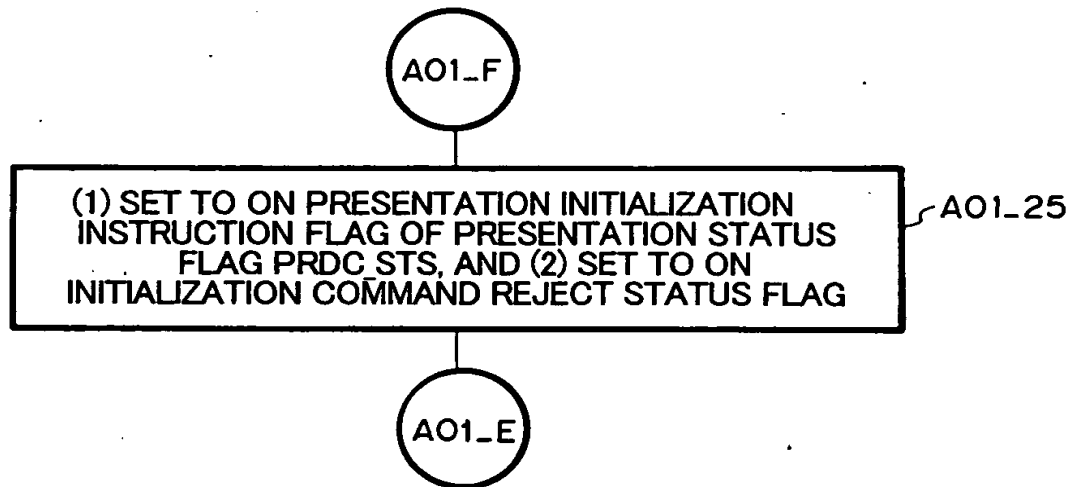


FIG.181B

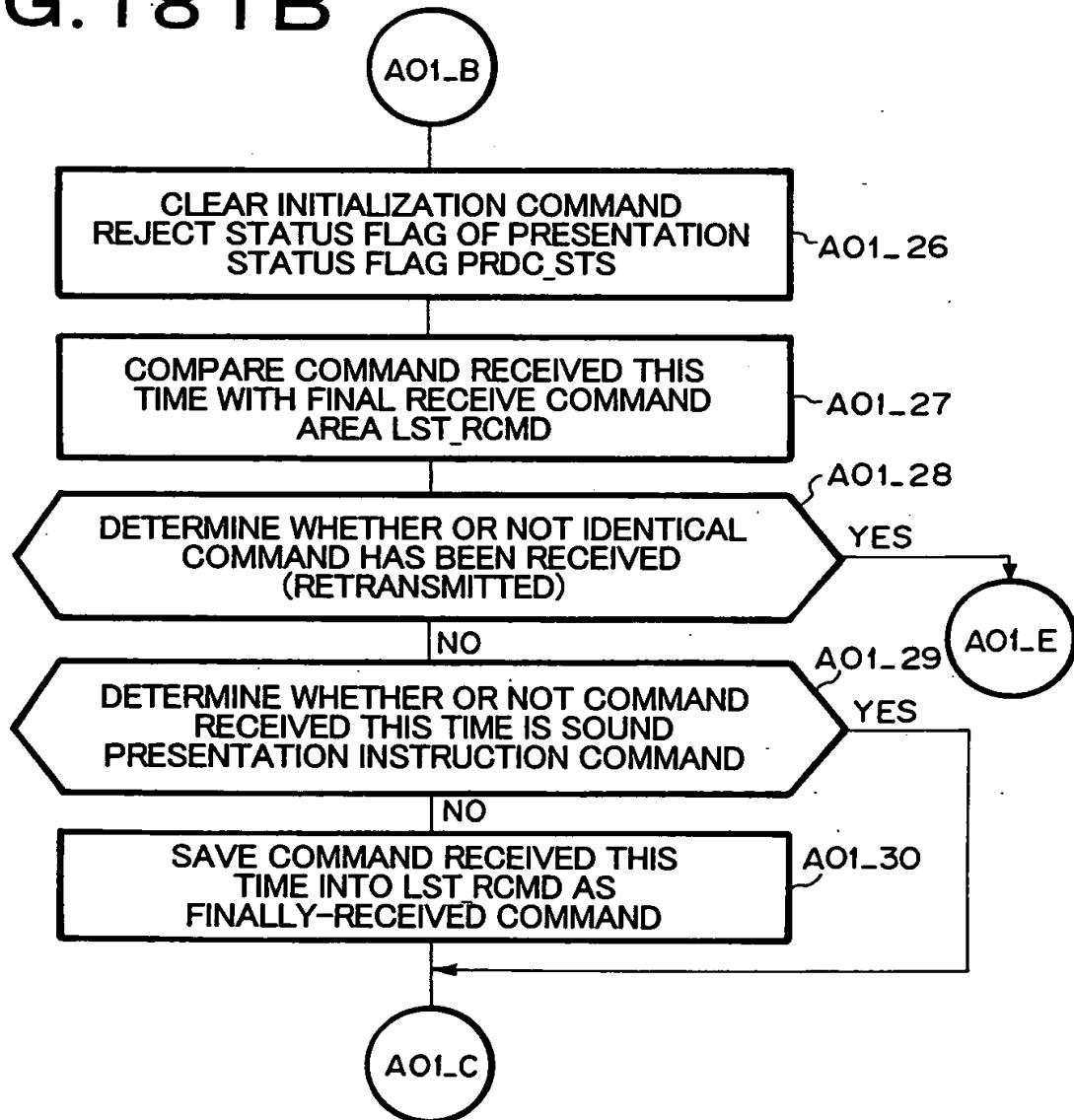
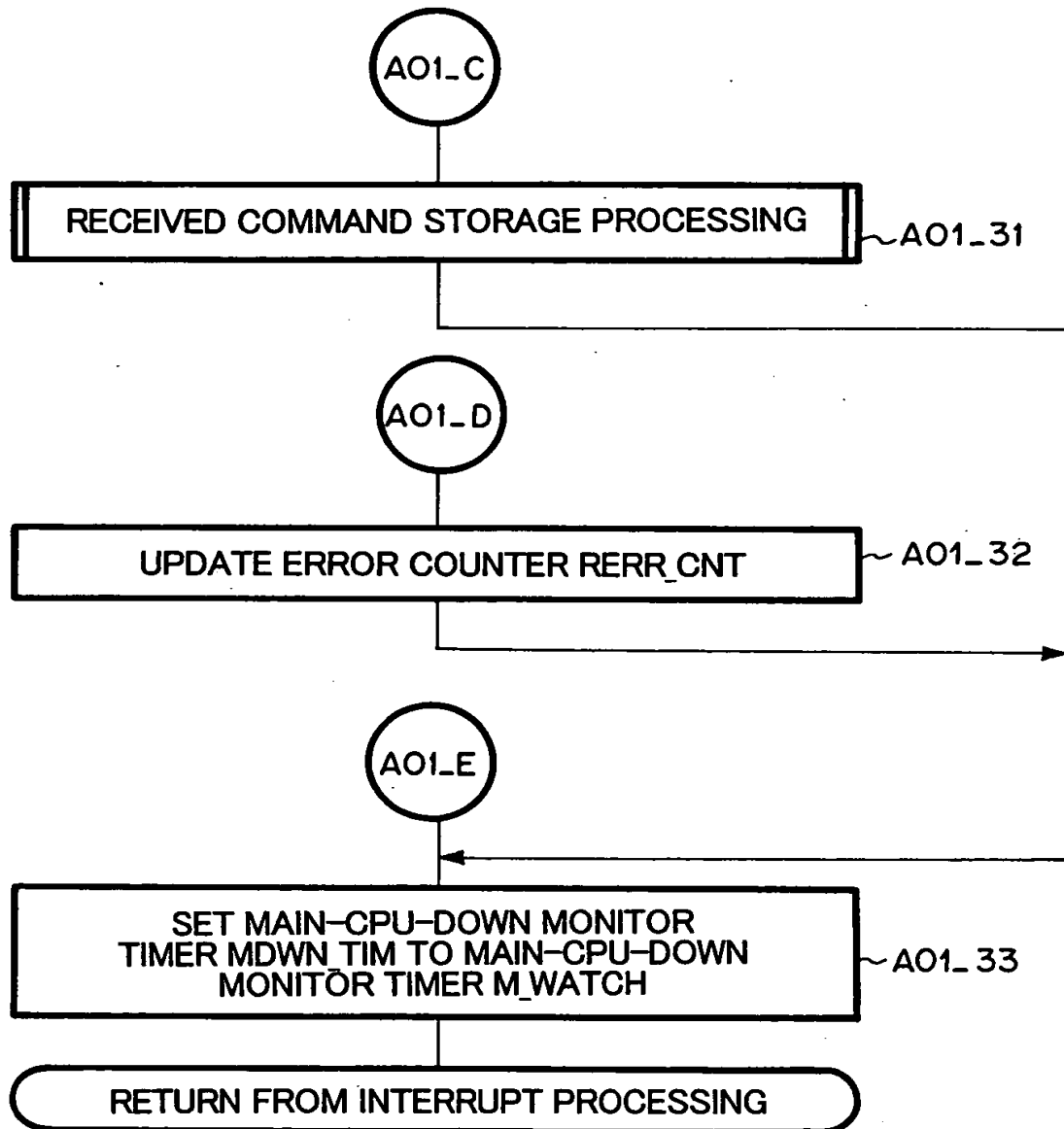


FIG.182



000221" 49004760

FIG.183

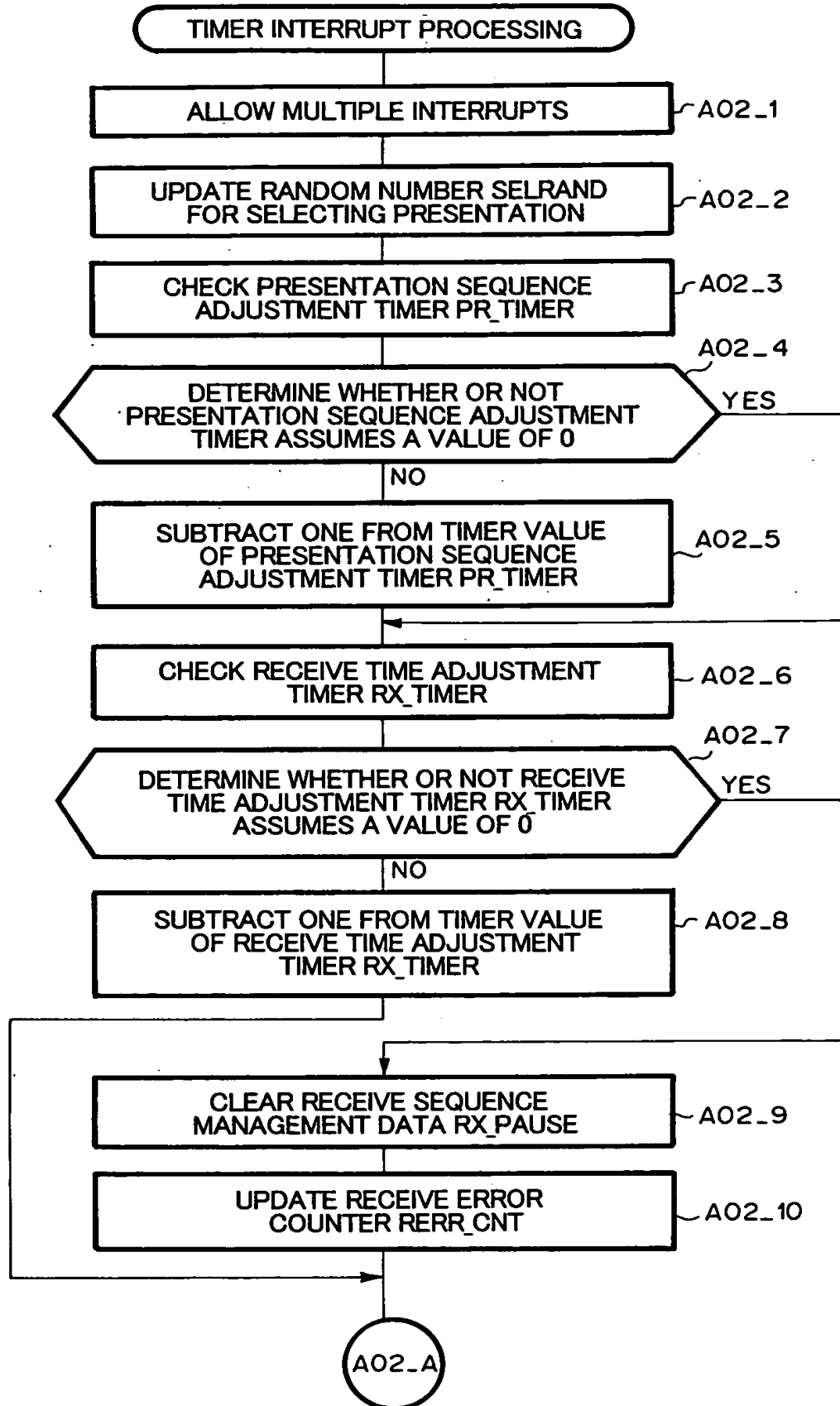
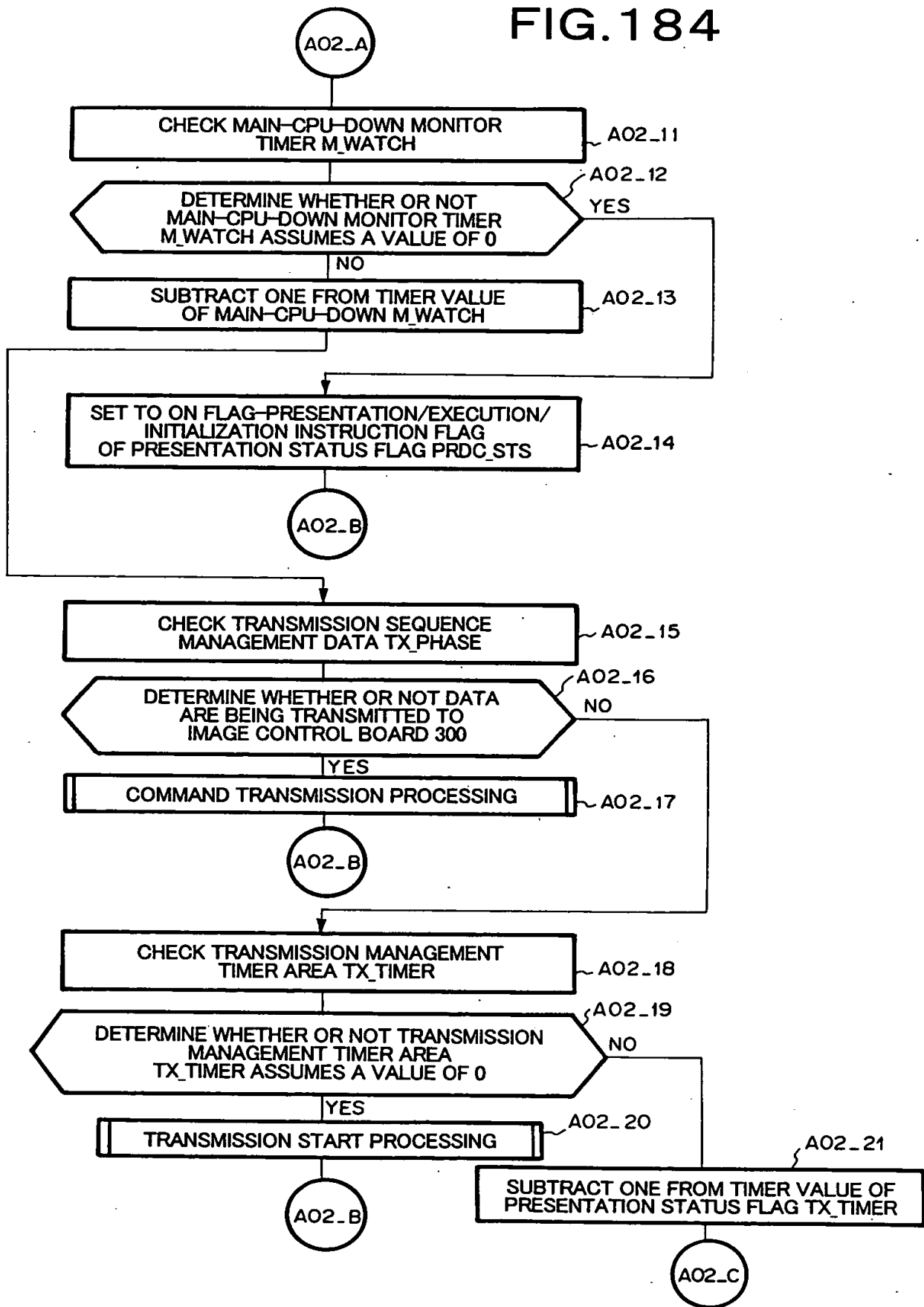
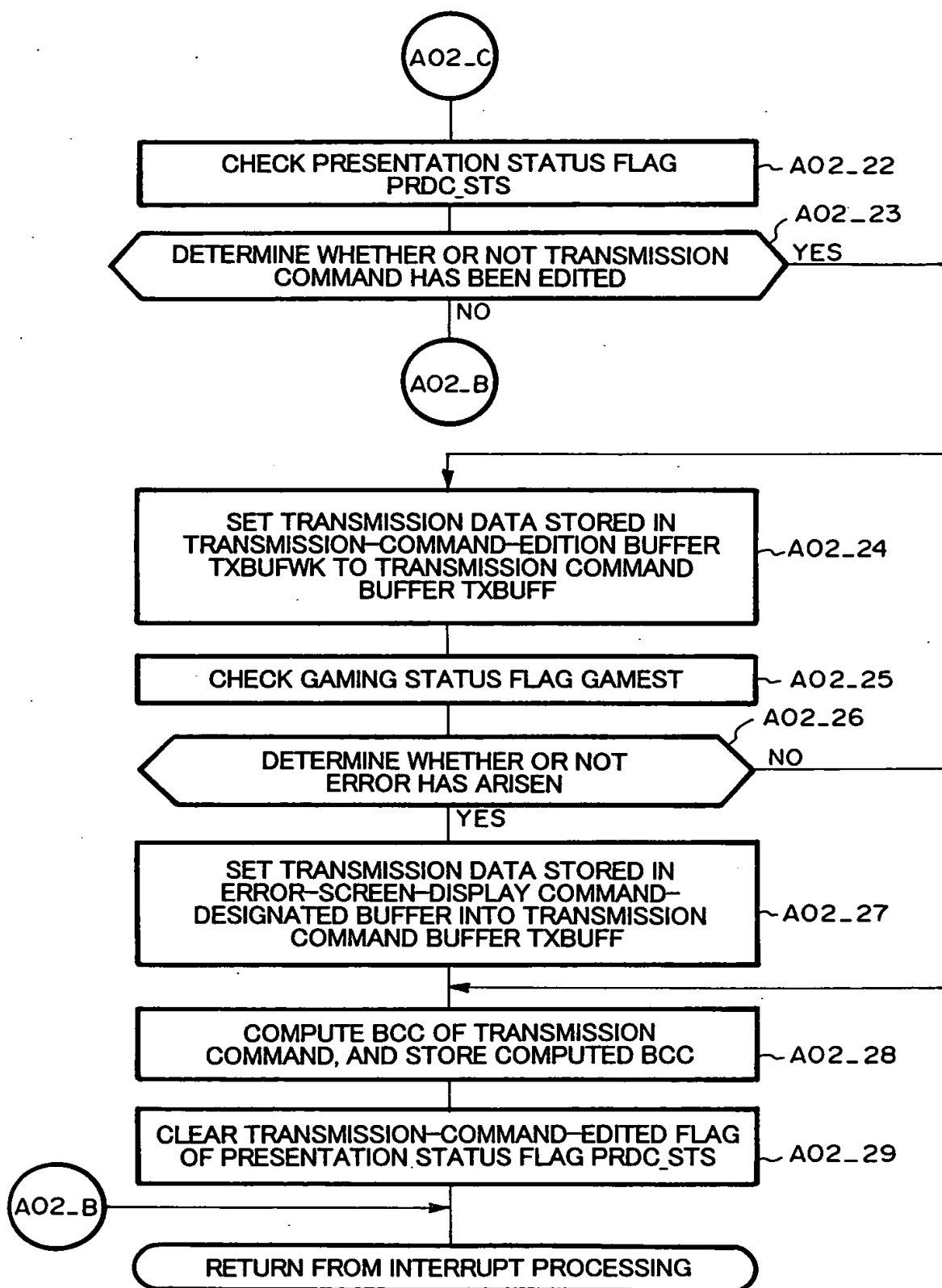


FIG. 184



09740064 122000



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FIG.186

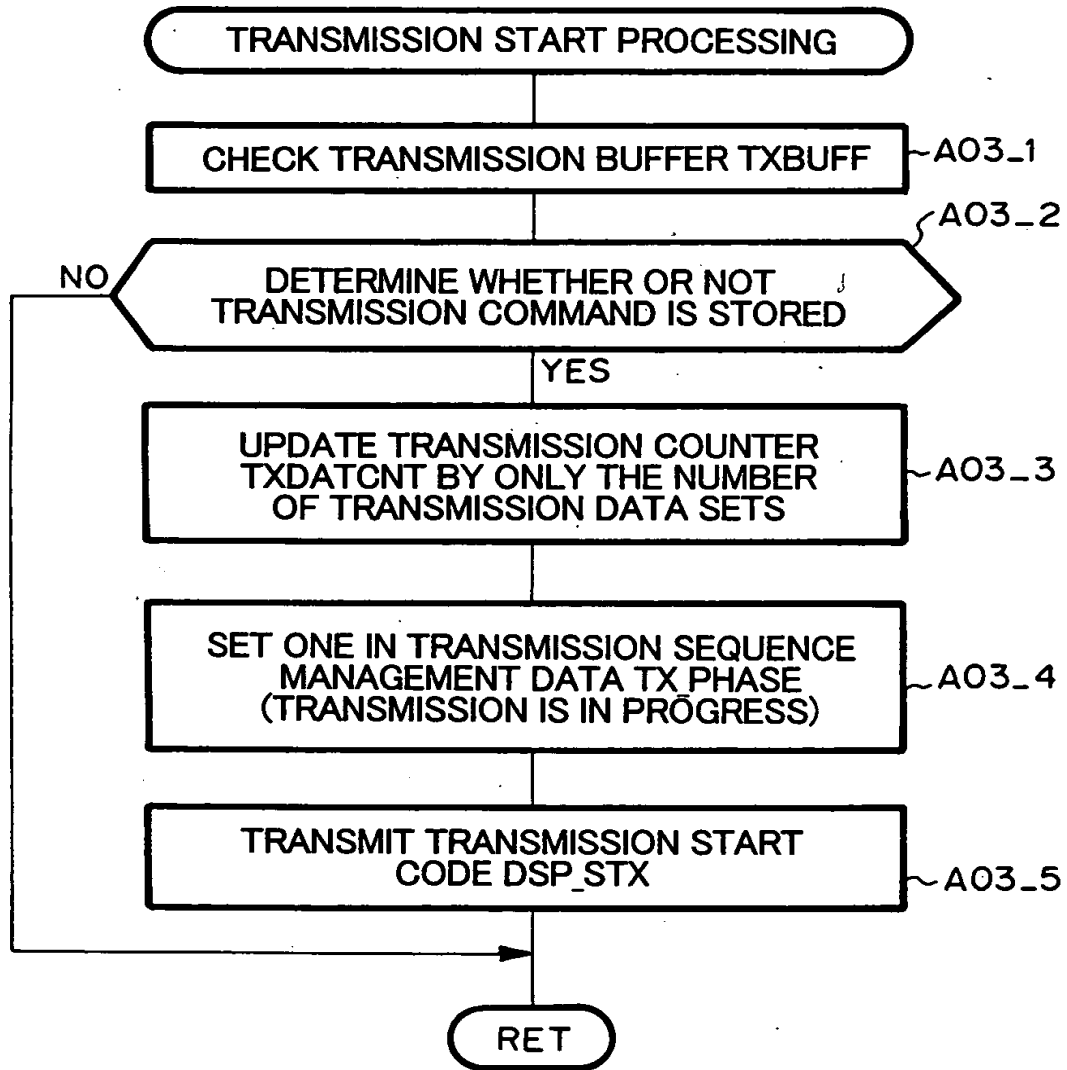
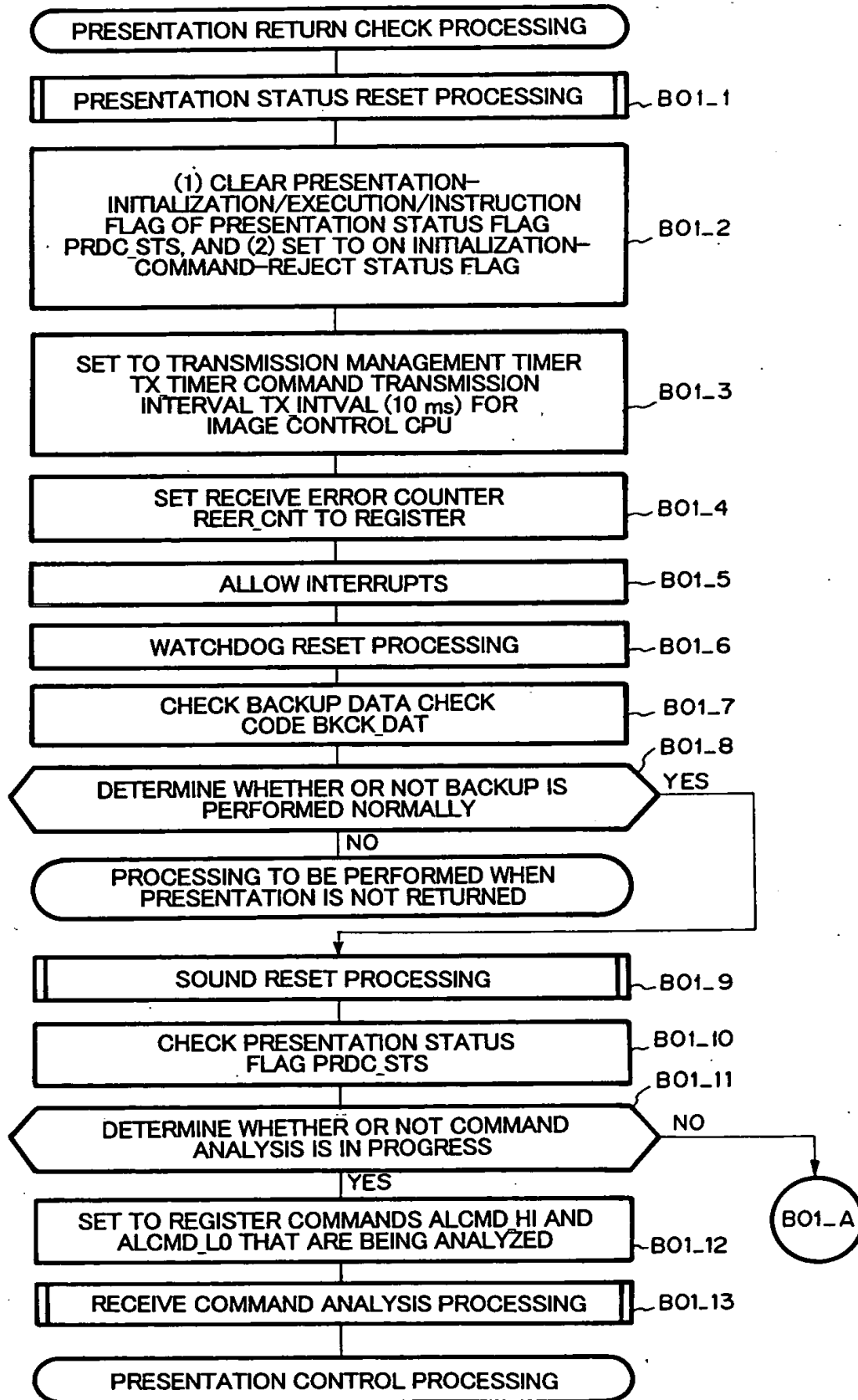
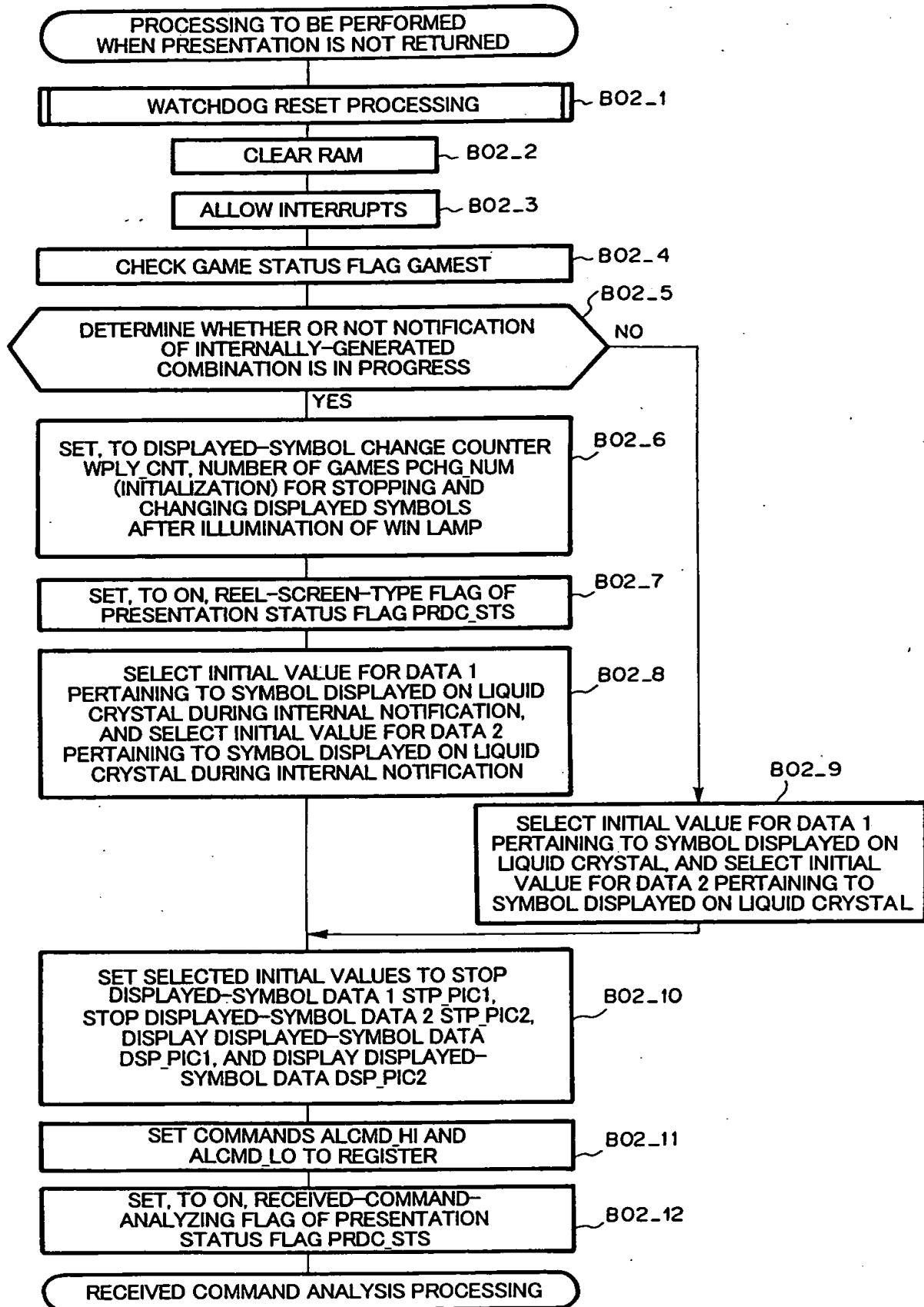


FIG.188



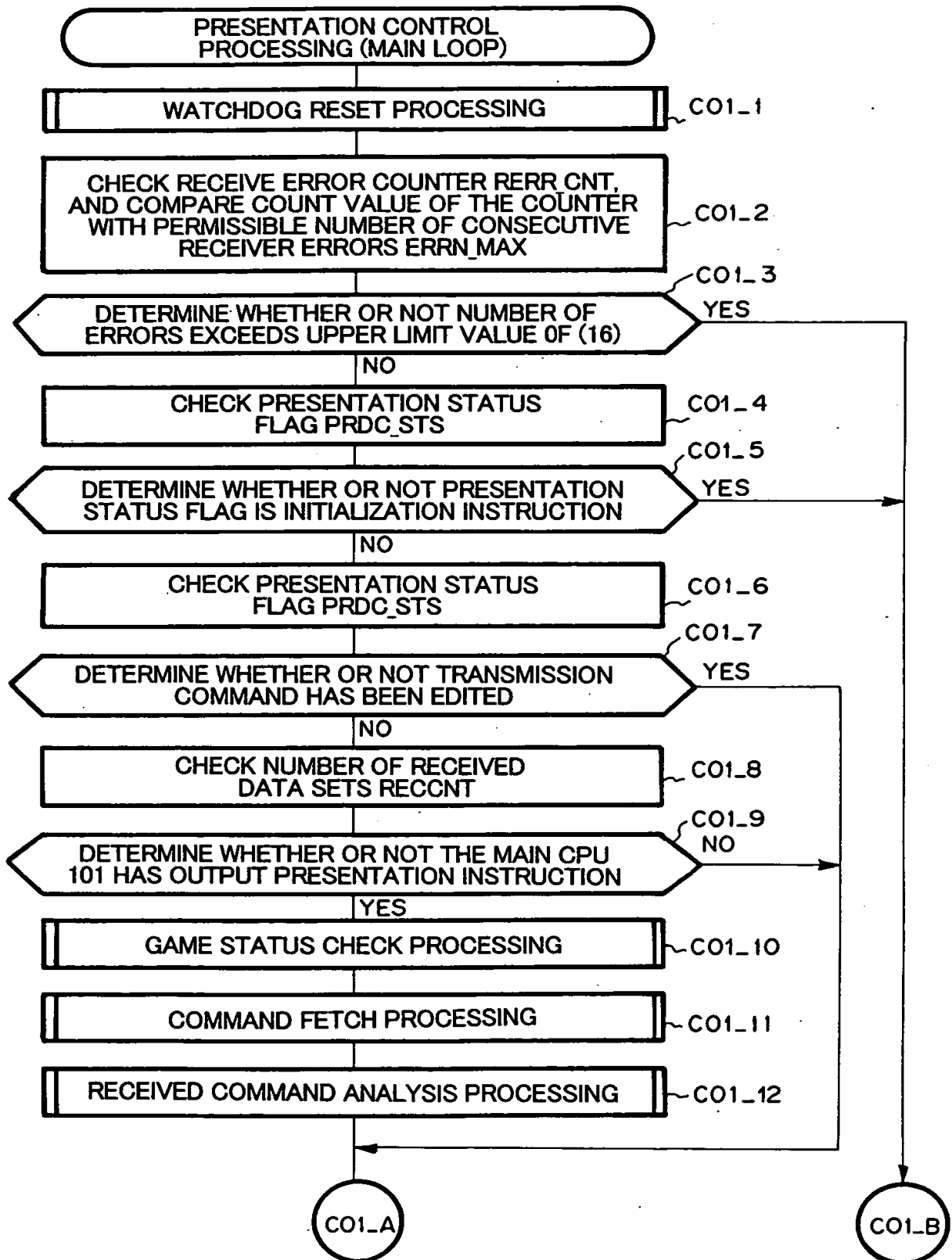
000221"49004260

FIG.190



09740064.122000

FIG.191



000221"49004260

FIG. 192A

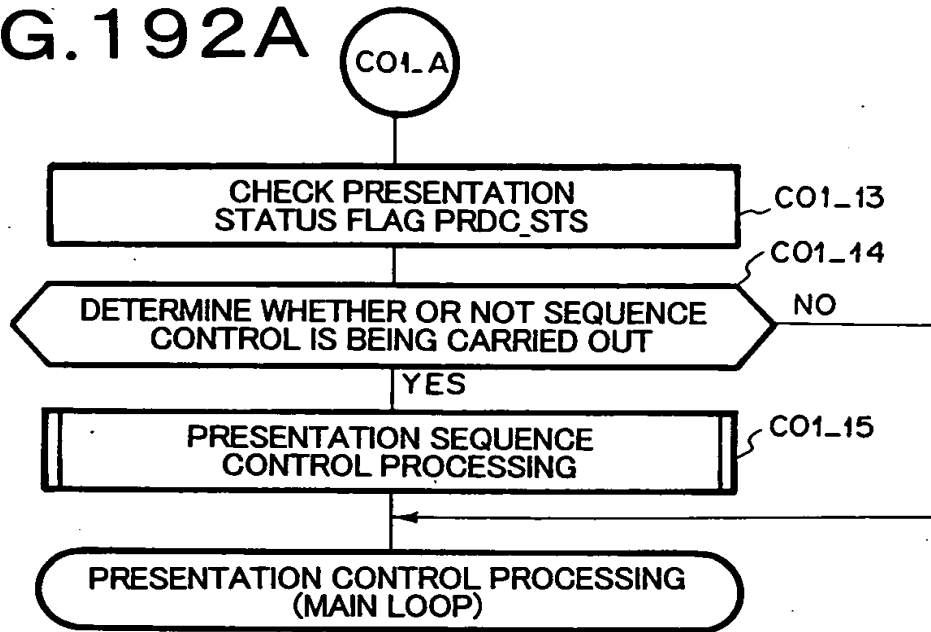


FIG. 192B

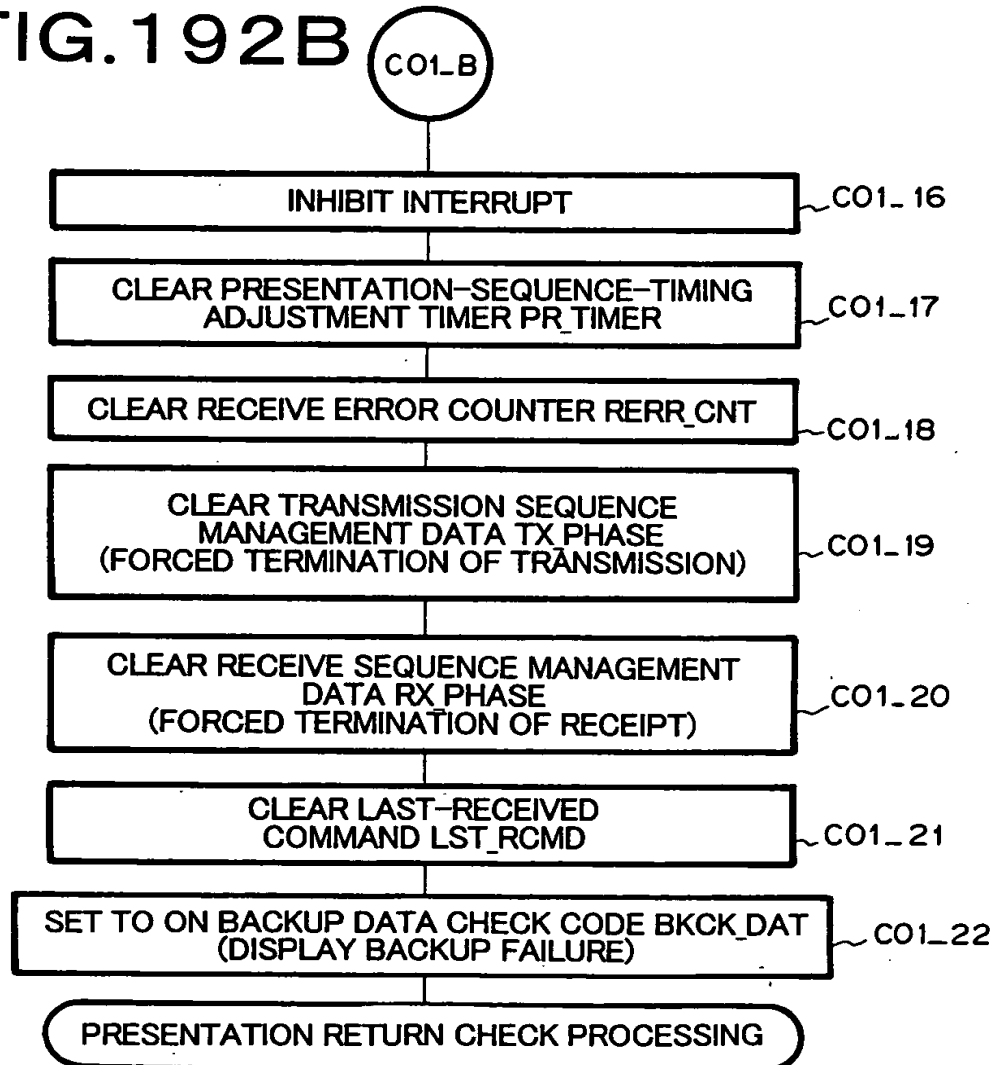
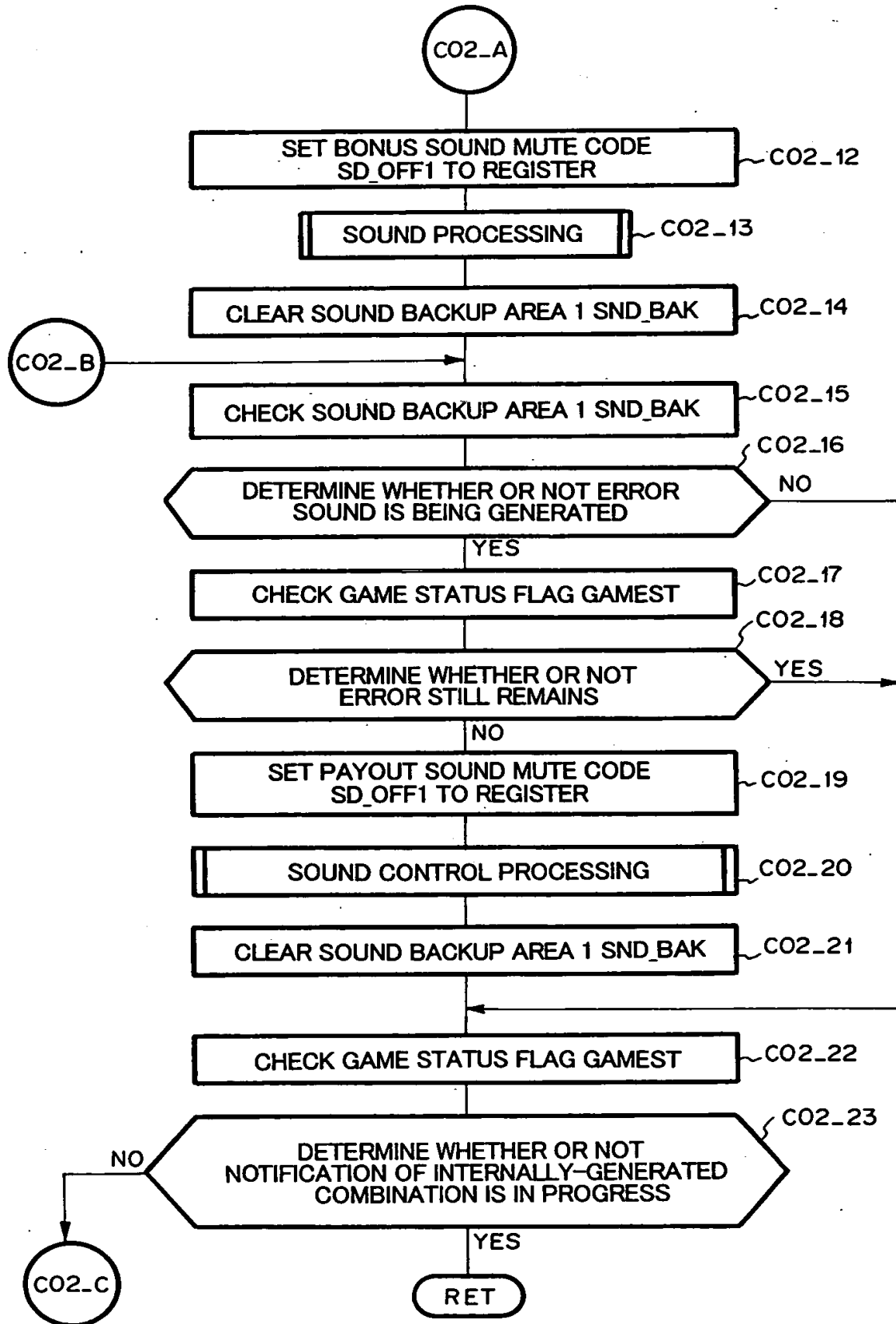
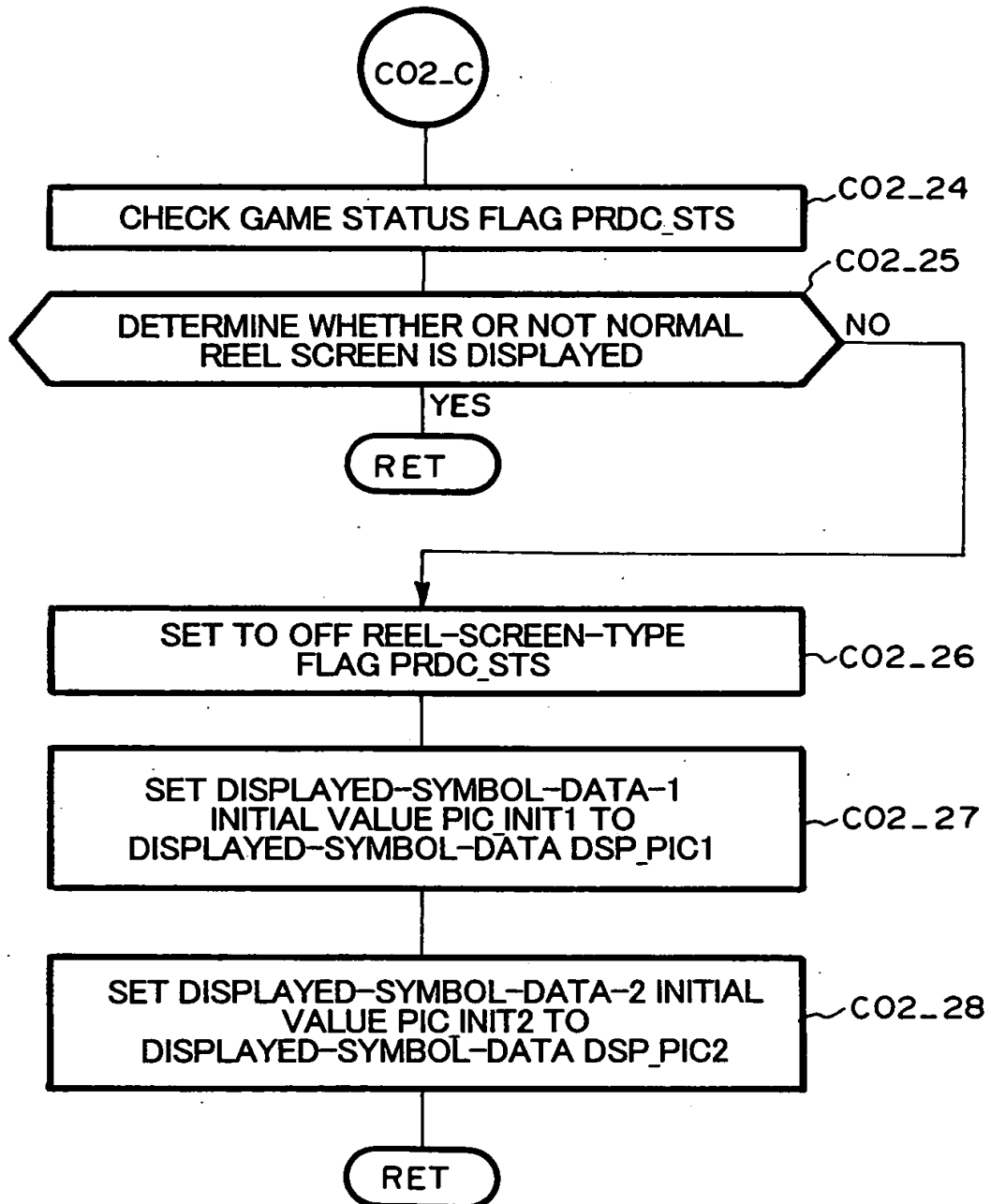


FIG.194



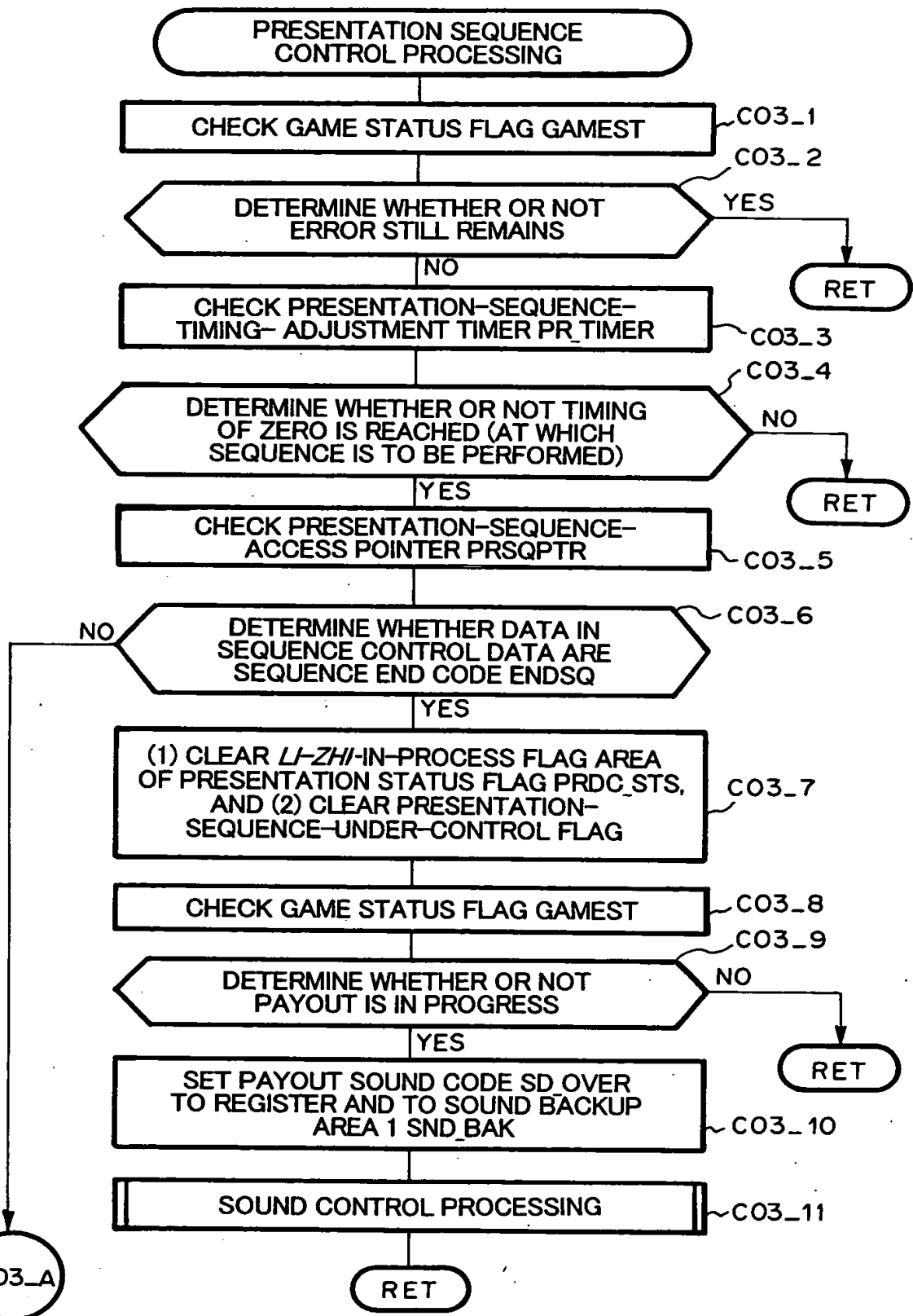
000221"49004260

FIG.195



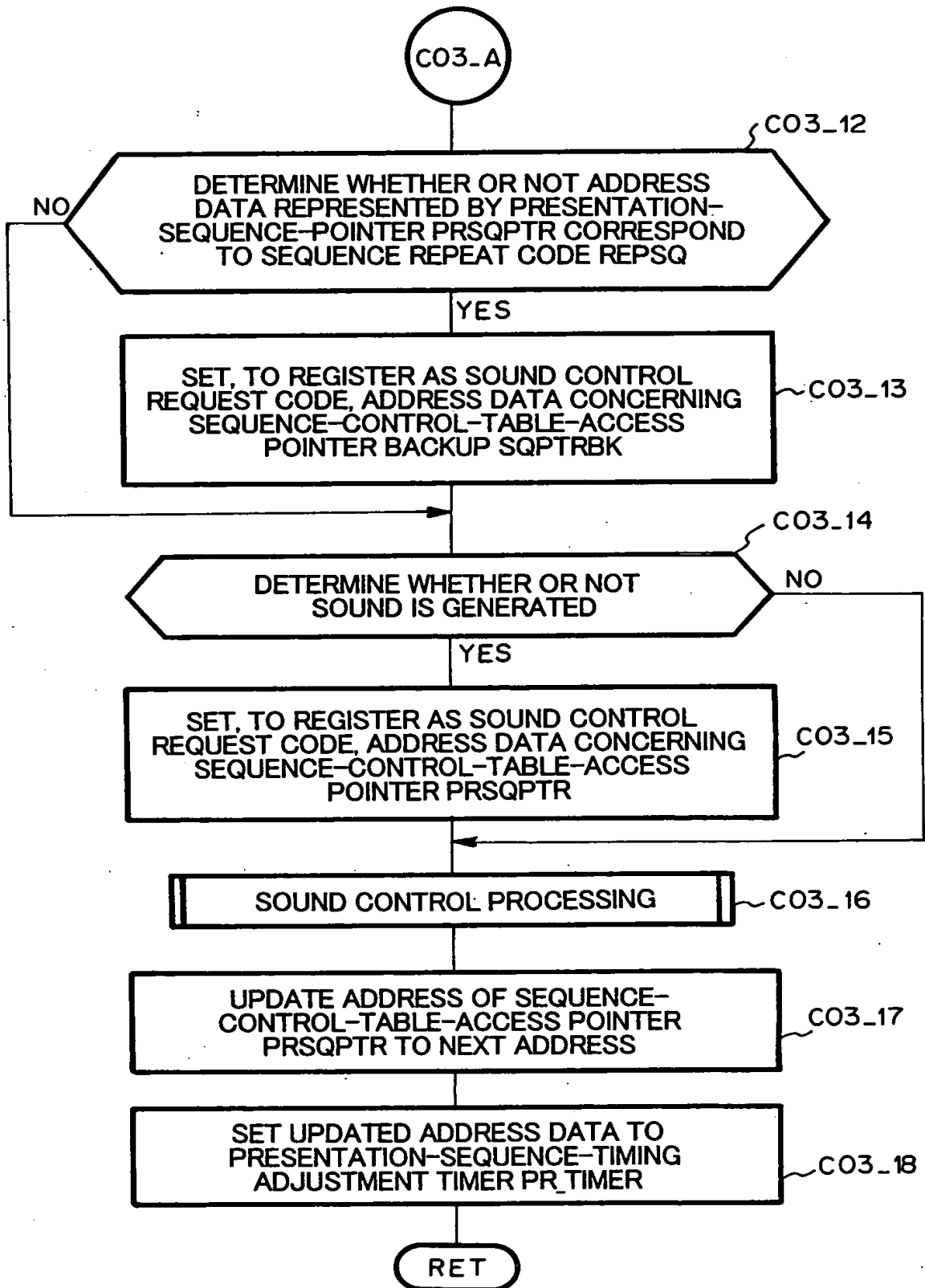
00022T" 19004760

FIG.196



09740064-122000

FIG.197



000221" 49004260

FIG. 198

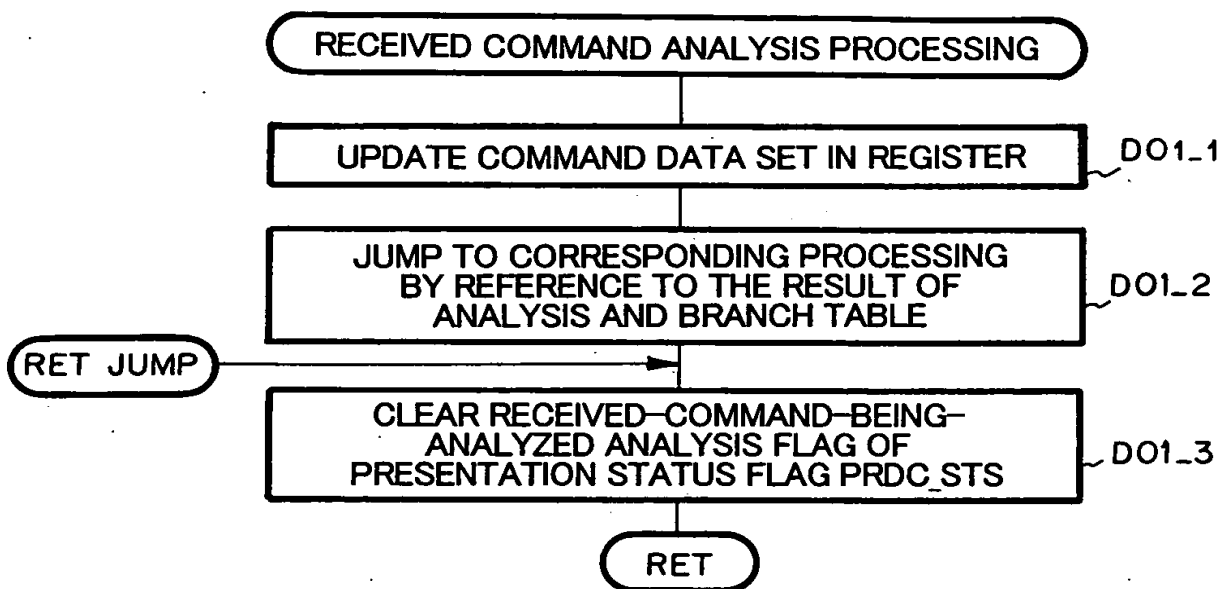


FIG. 199

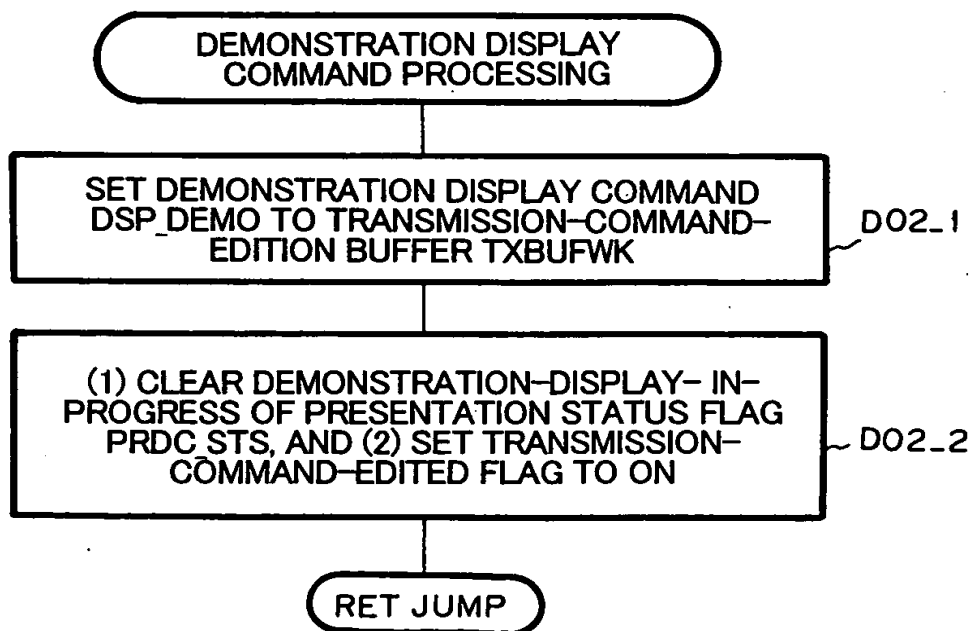
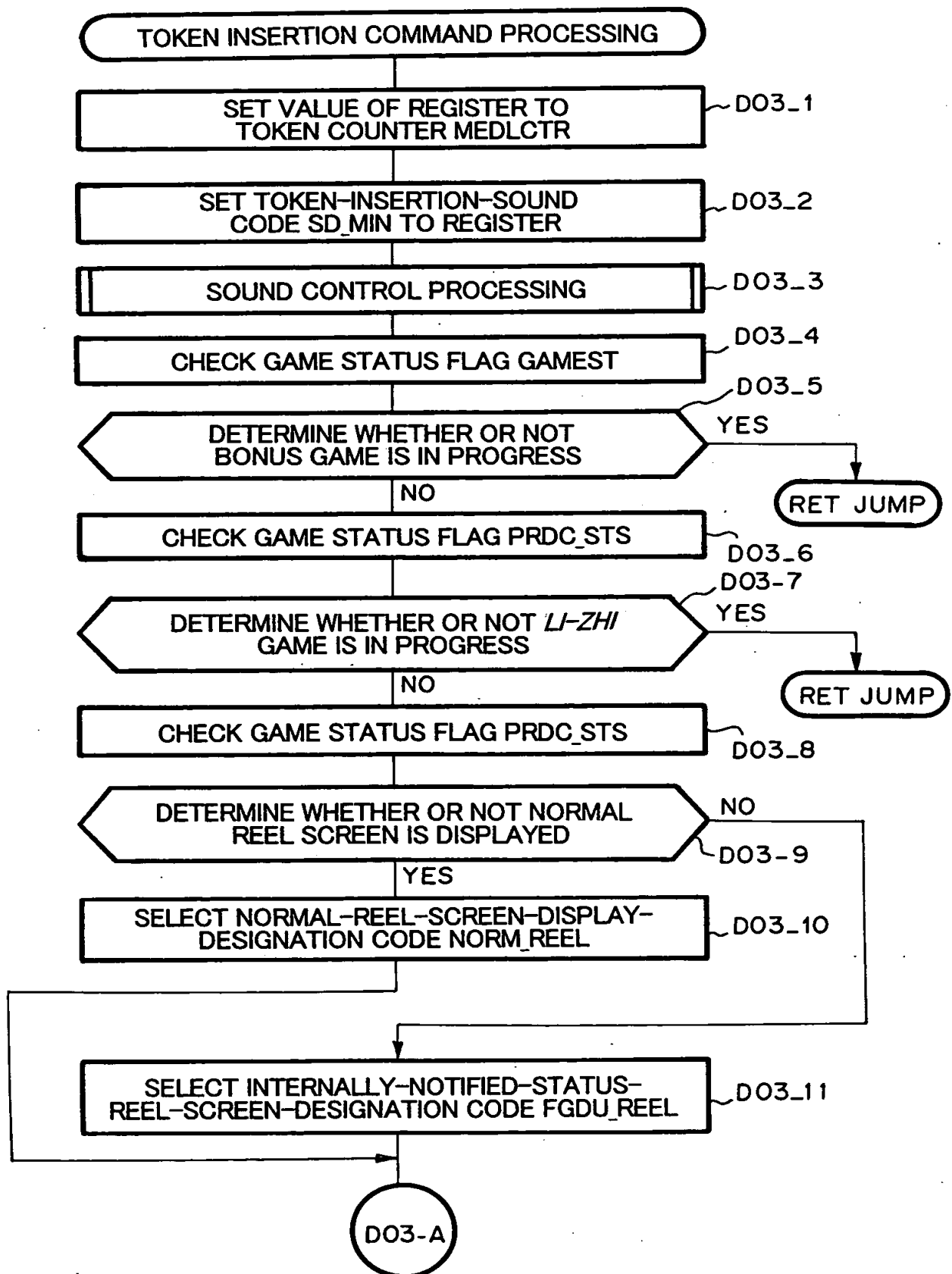


FIG.200



00000 12200 40064 09

09740054 122000



GAME START COMMAND PROCESSING
FOR NORMAL GAME

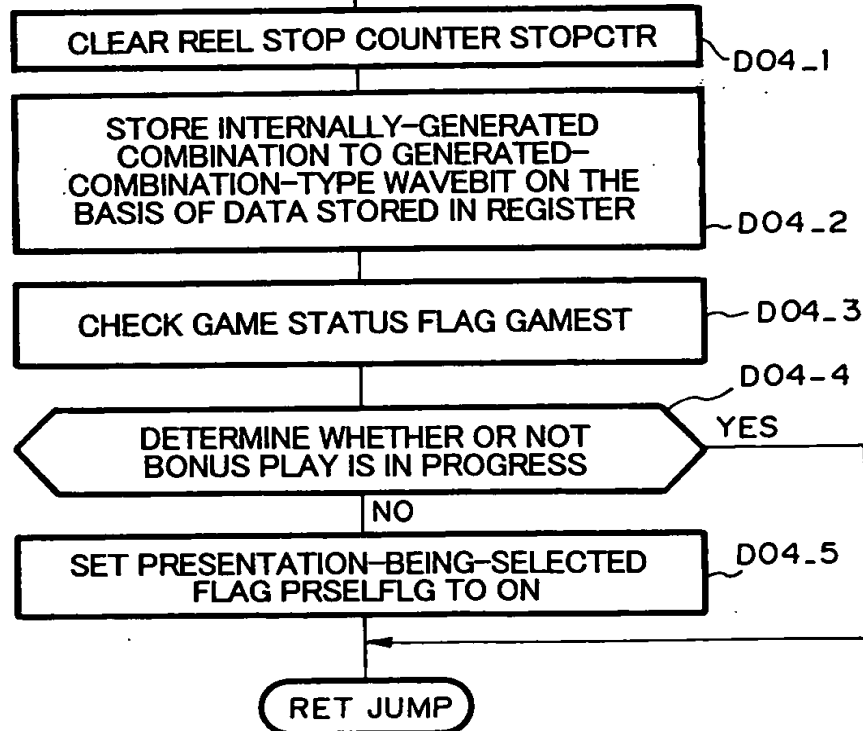
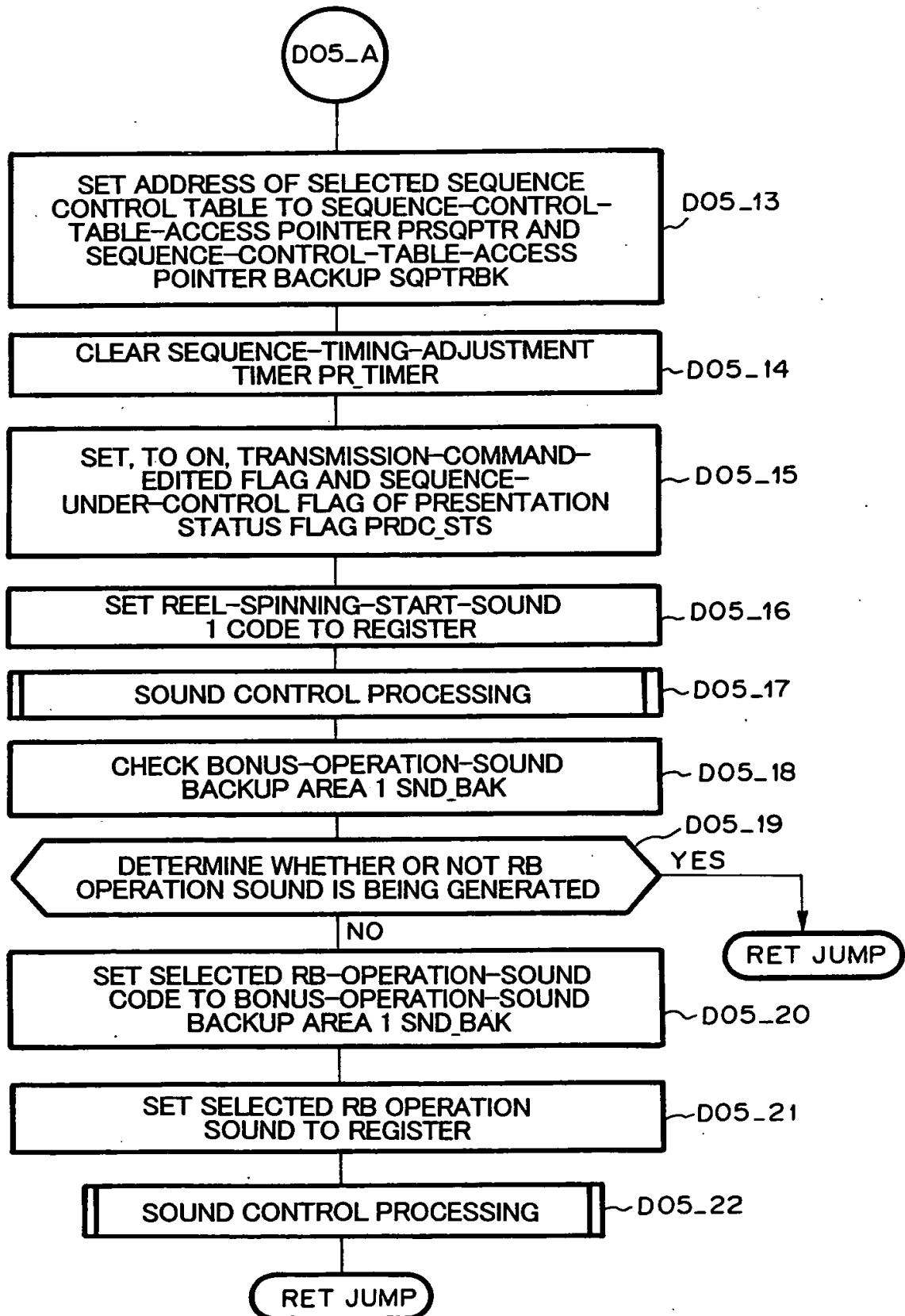


FIG.204



00221-490460

FIG.205

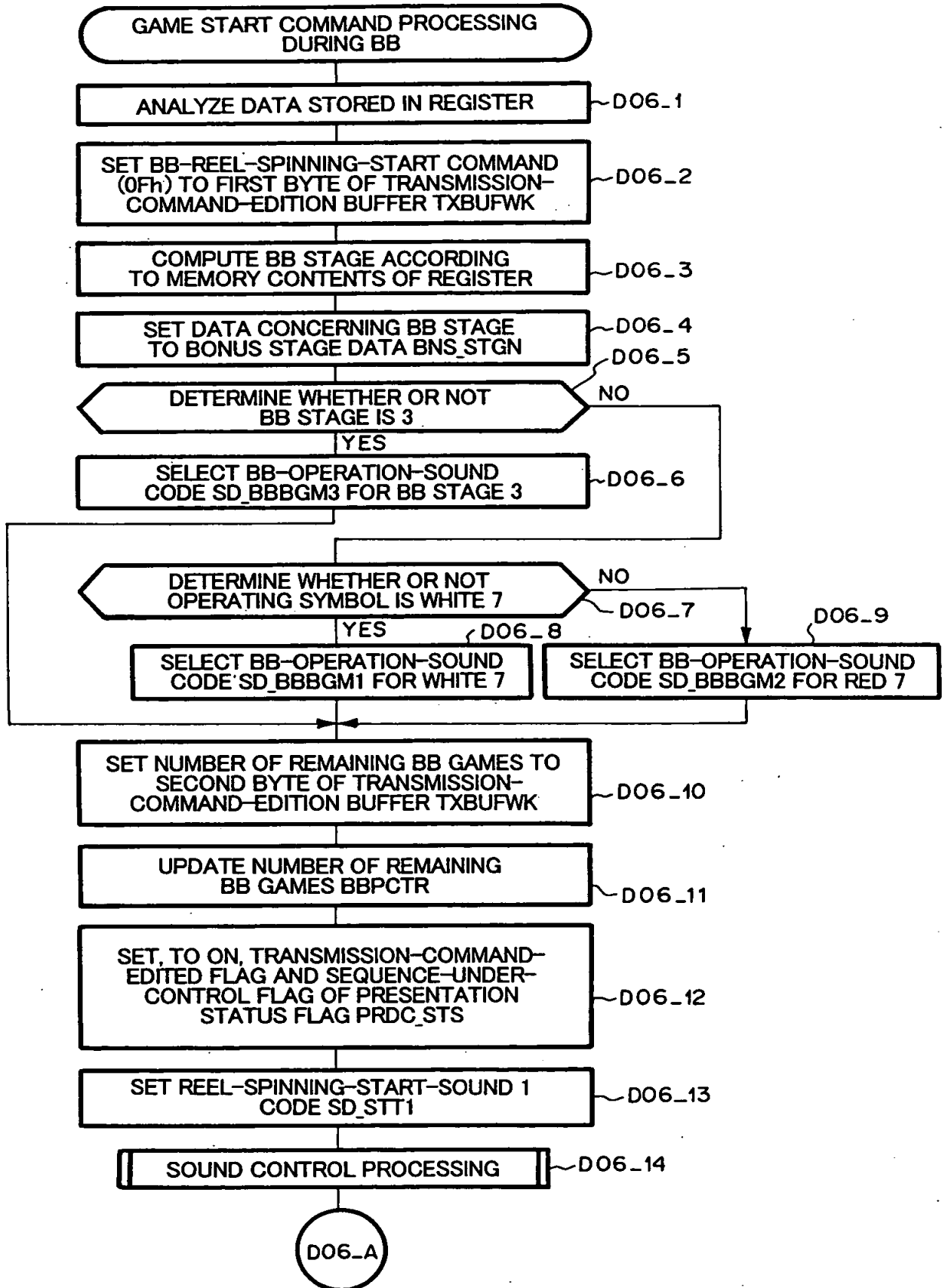
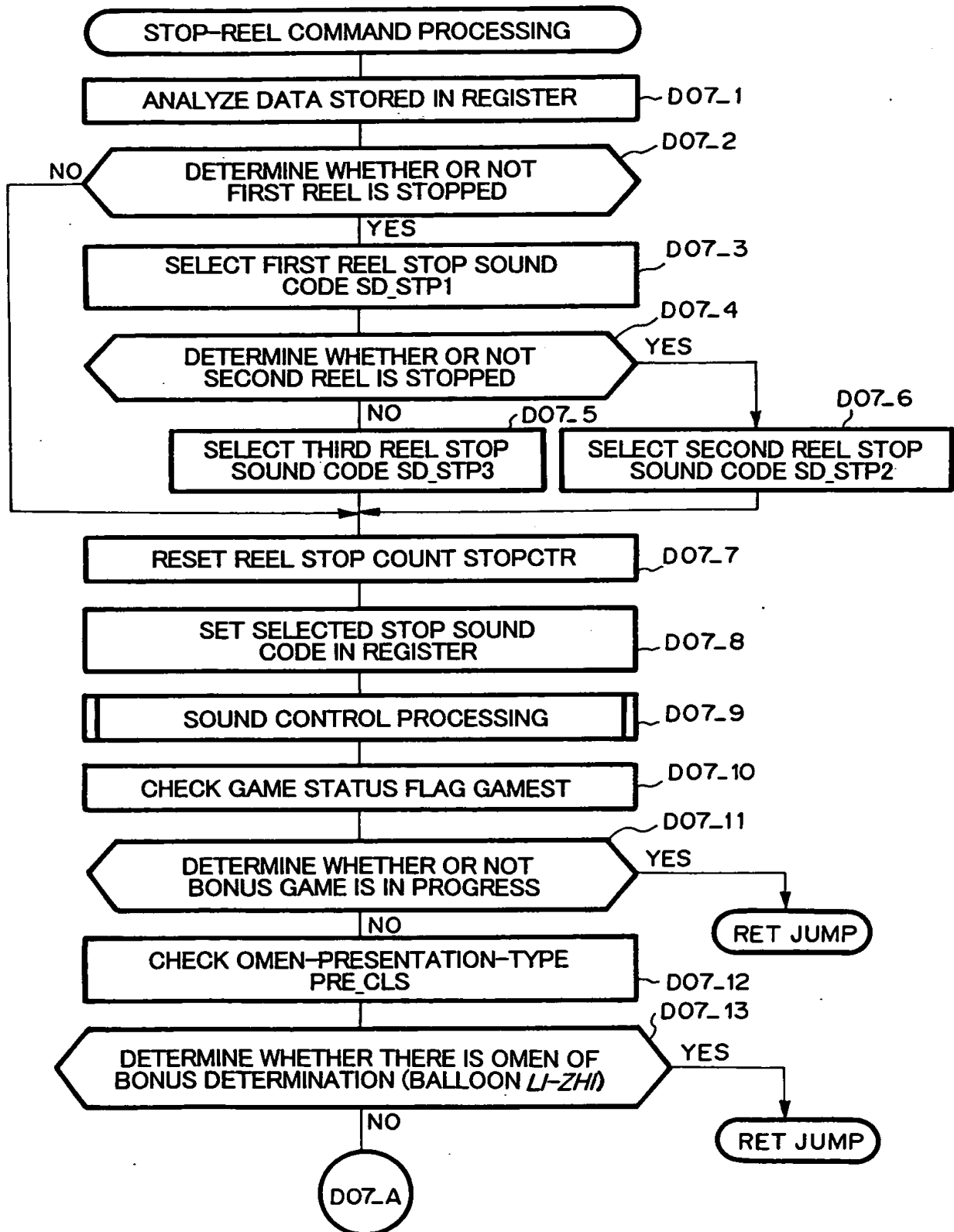
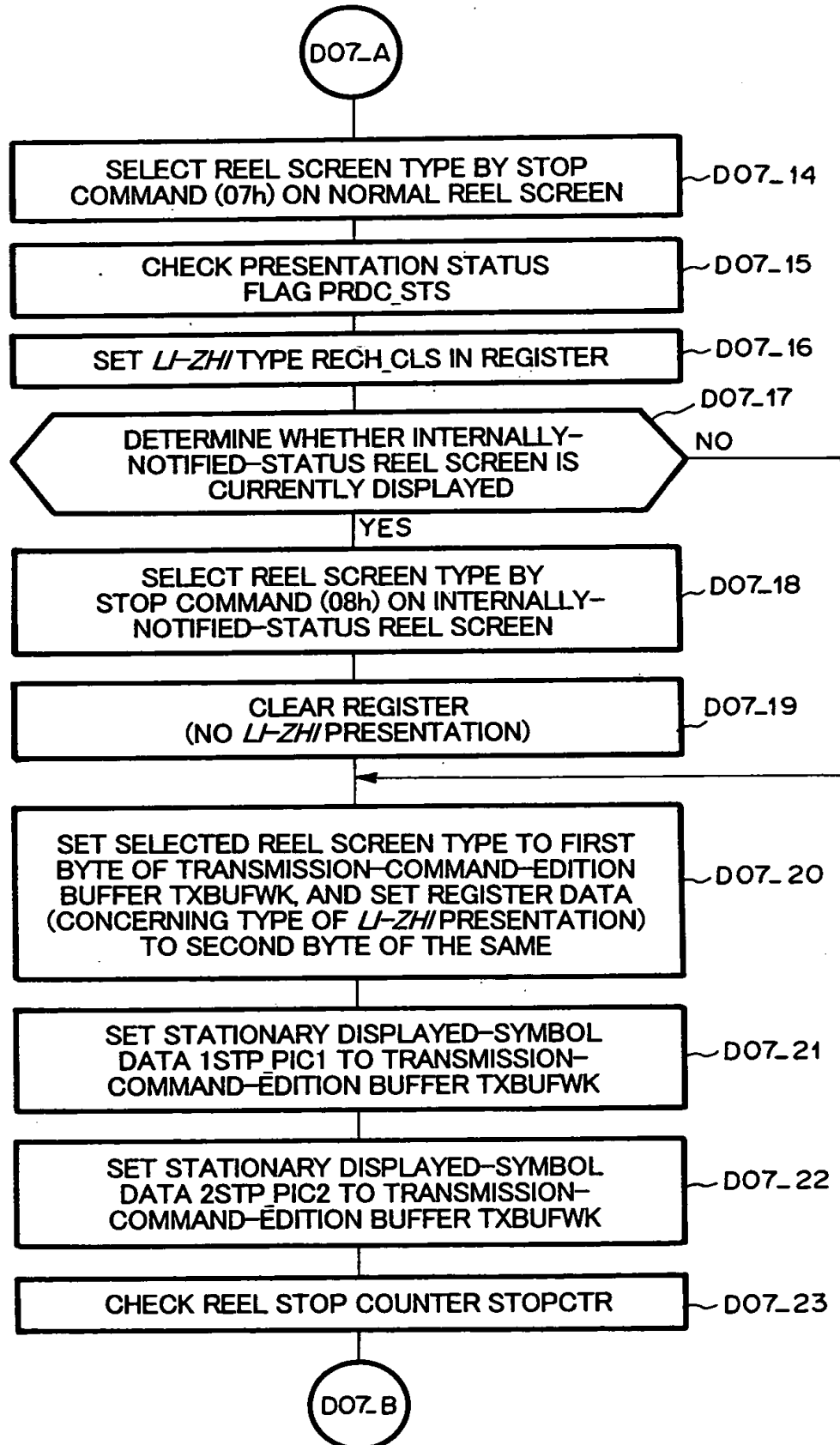


FIG.207



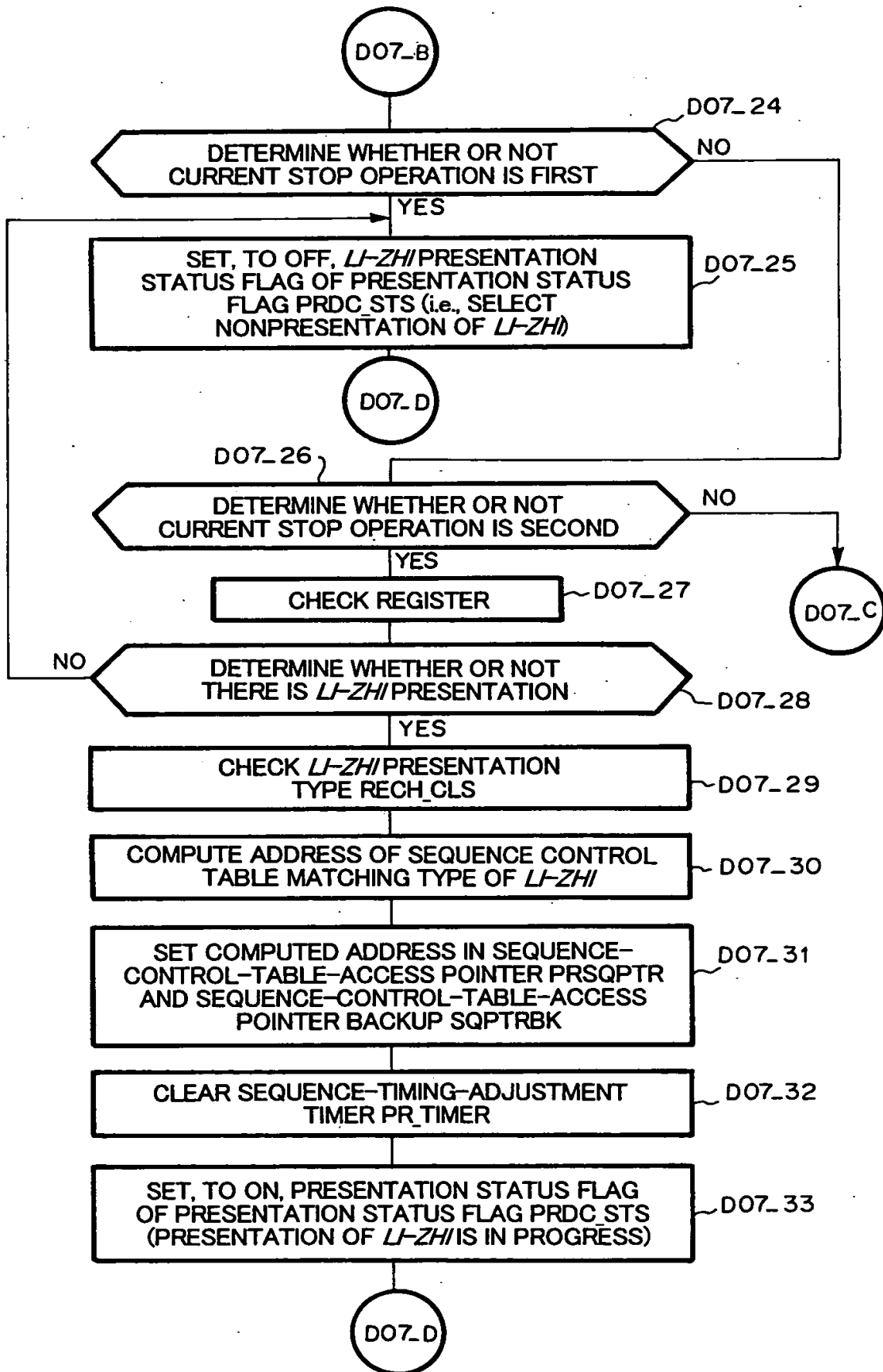
09740064-122000

FIG.208



000221-49004260

FIG.209



09740064.122000

000221"49004260

FIG.211

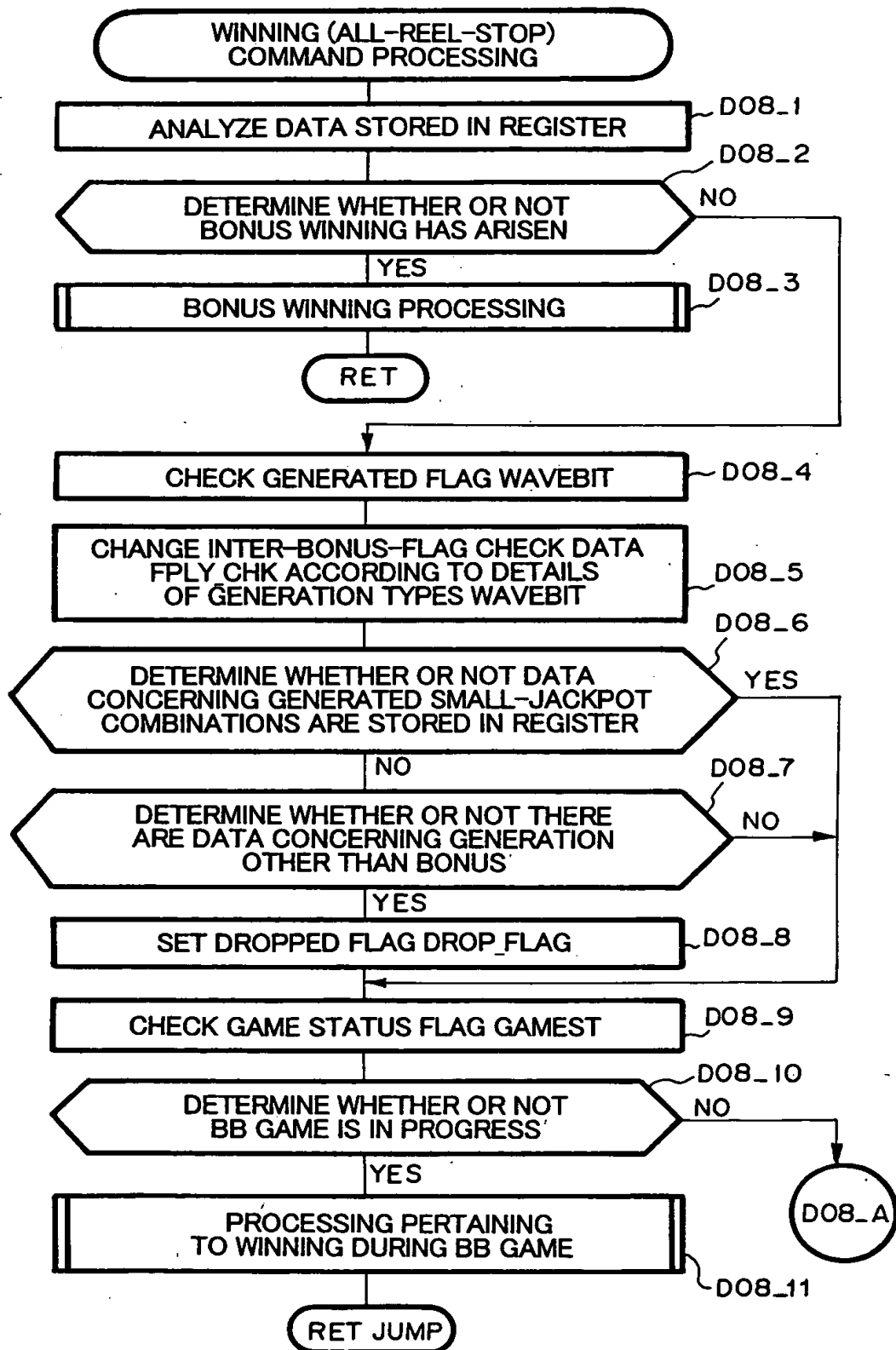


FIG. 212

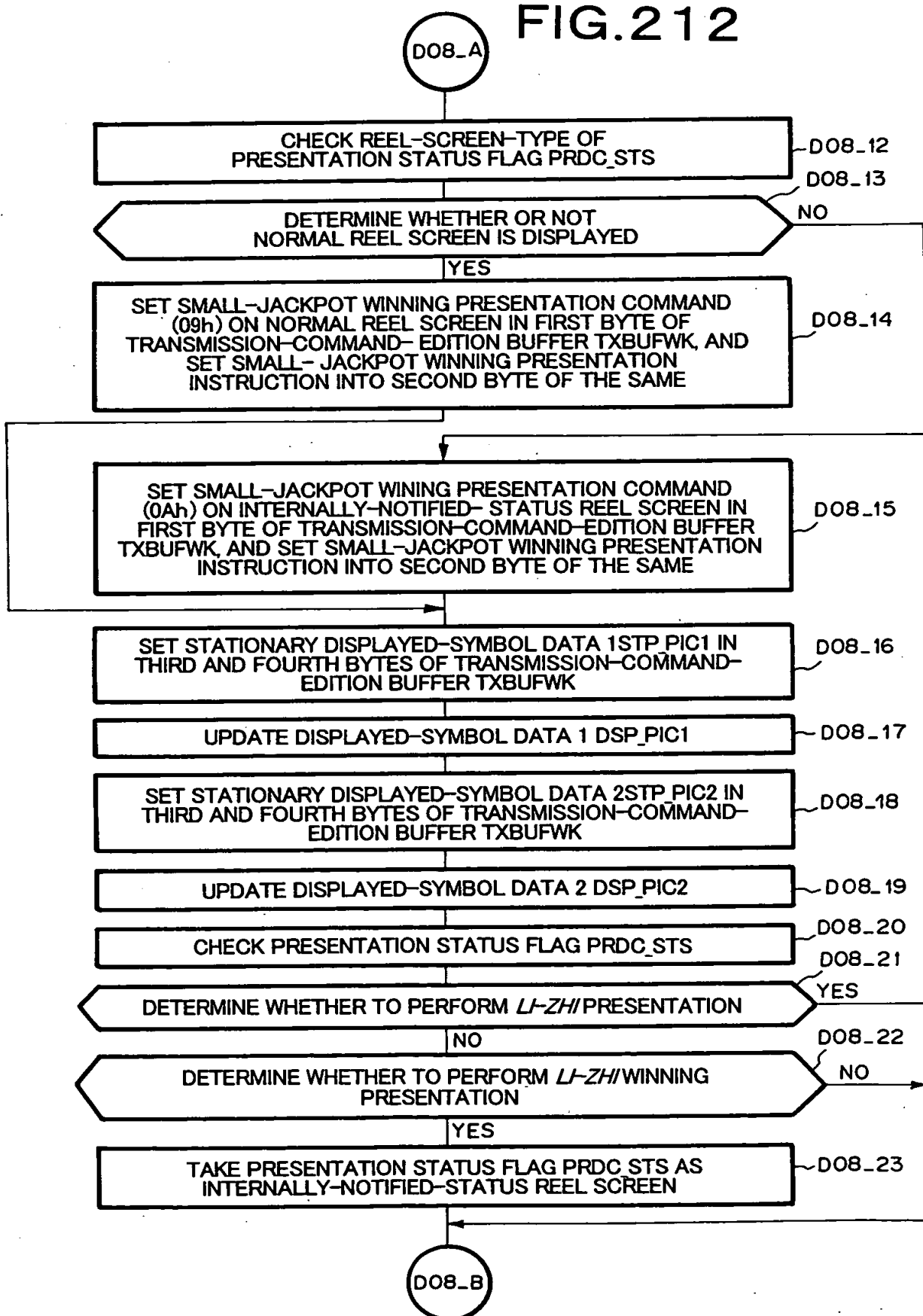
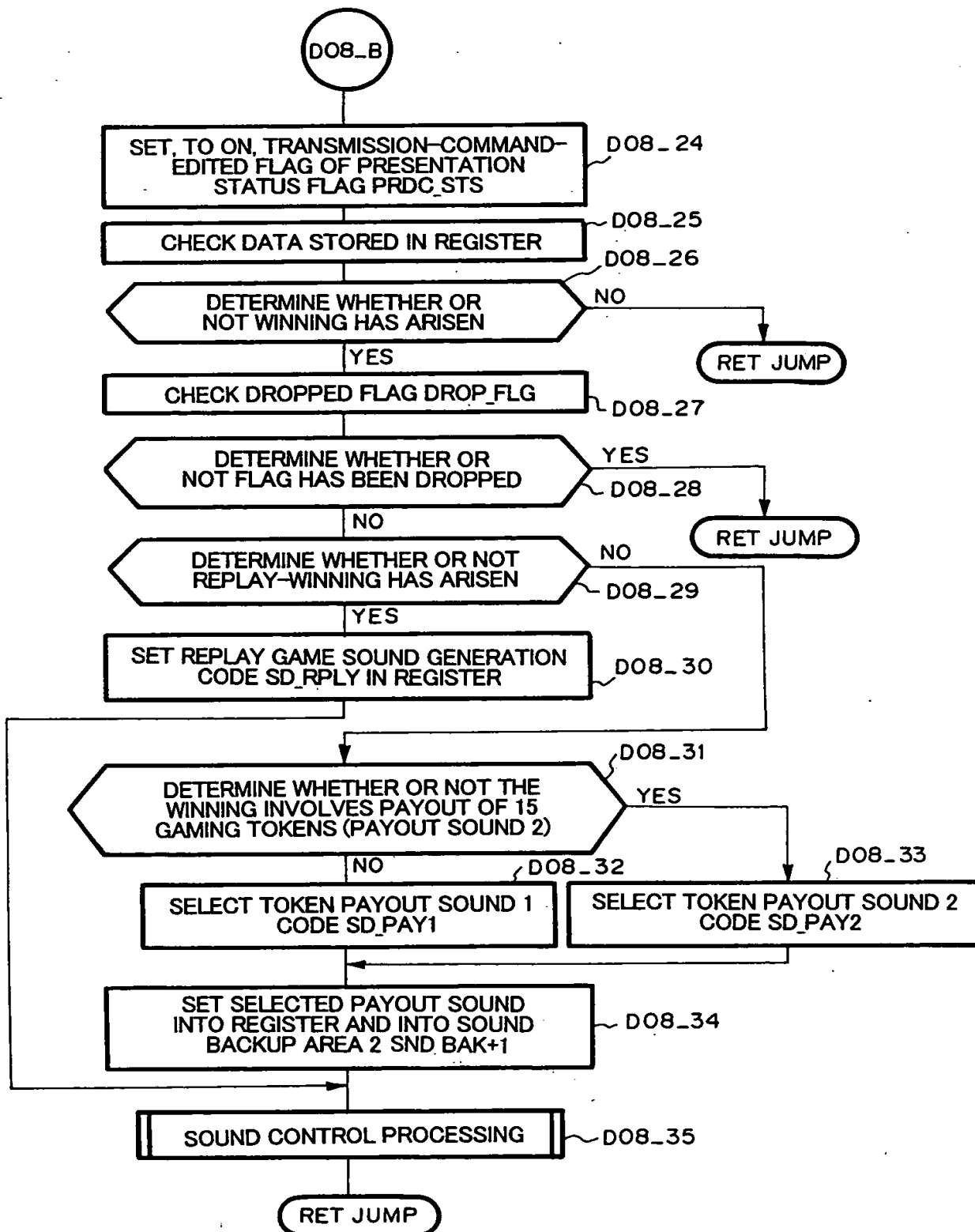
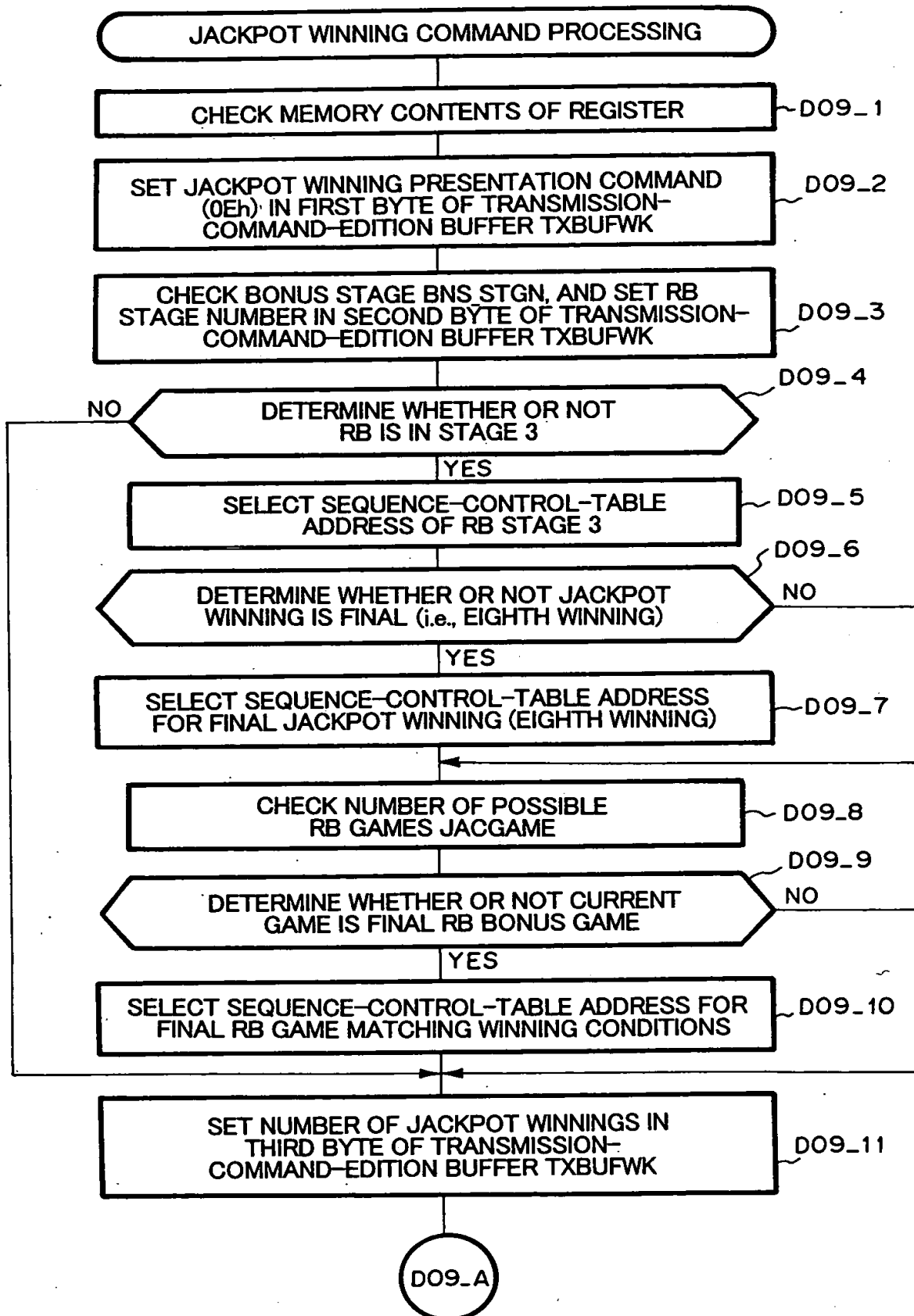


FIG.213



09740064.122000

FIG.214



0974084-122000

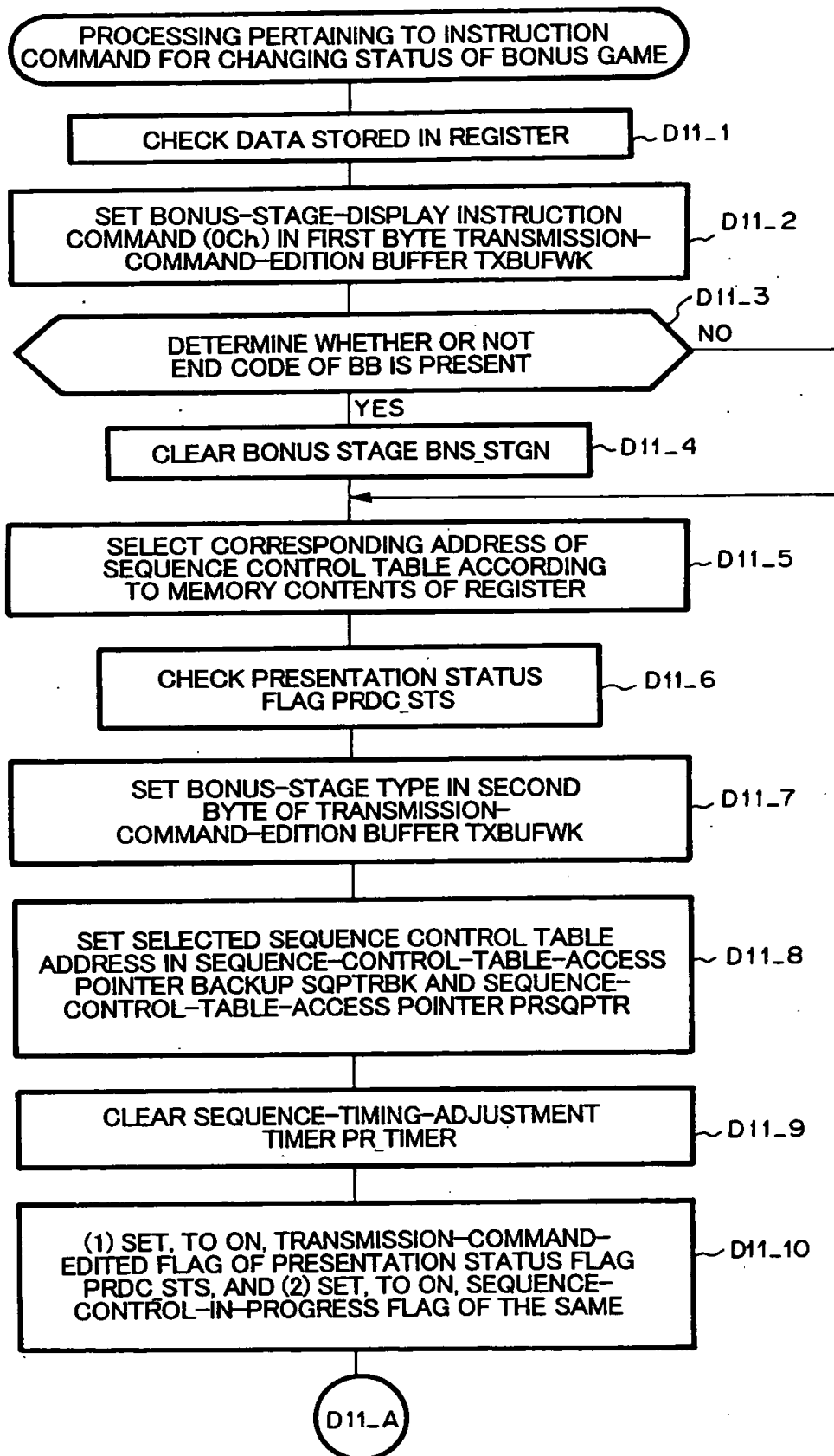
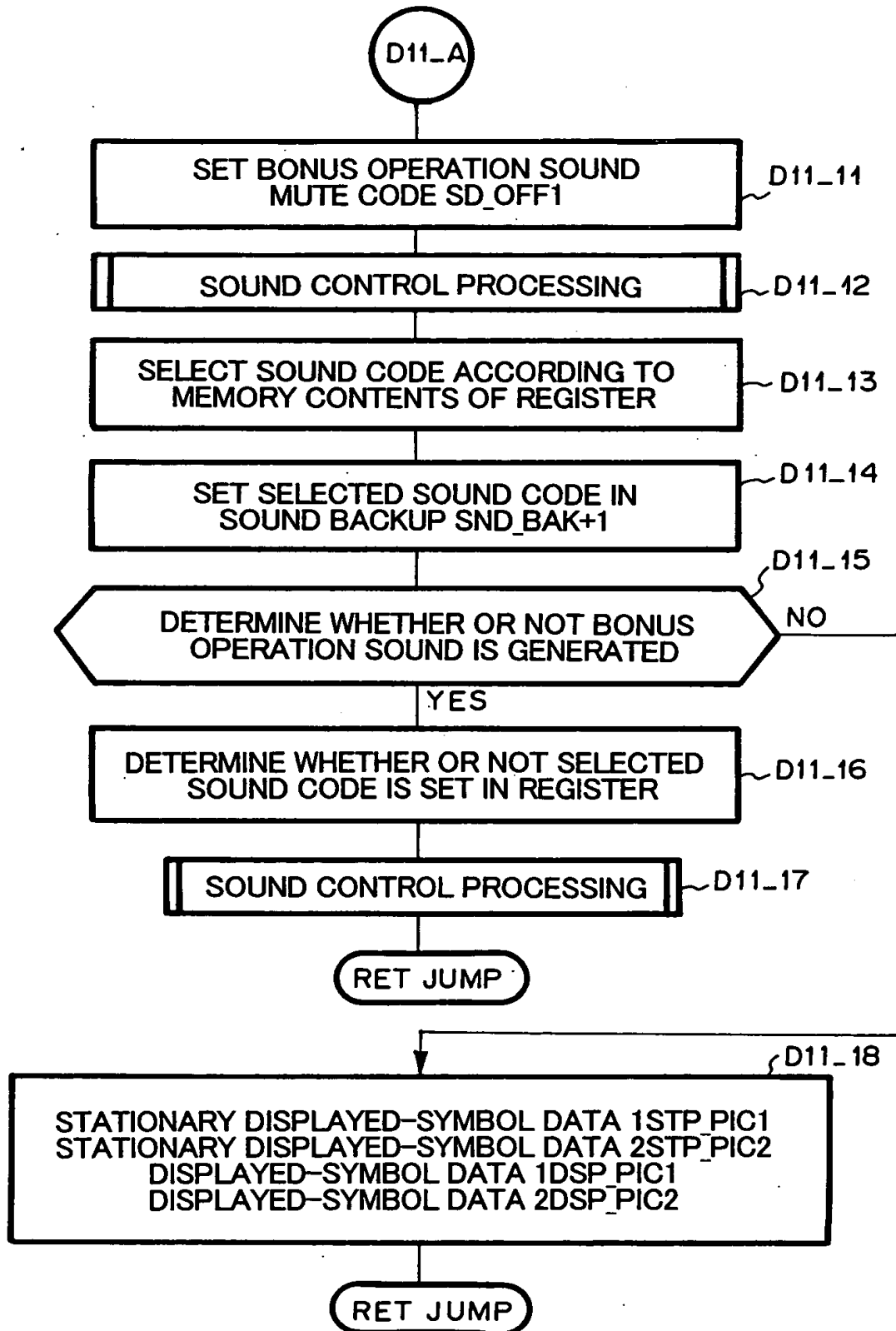
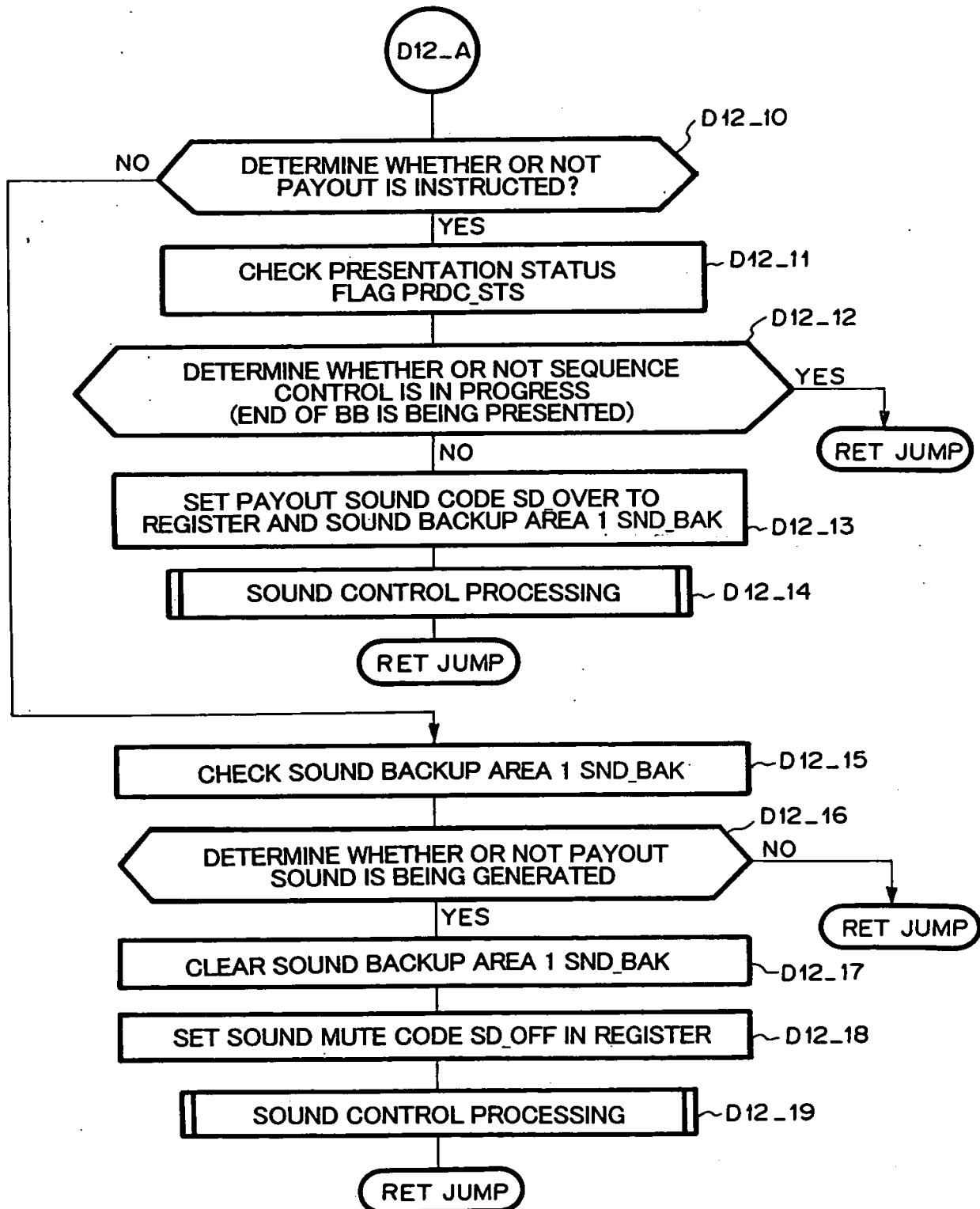


FIG.218



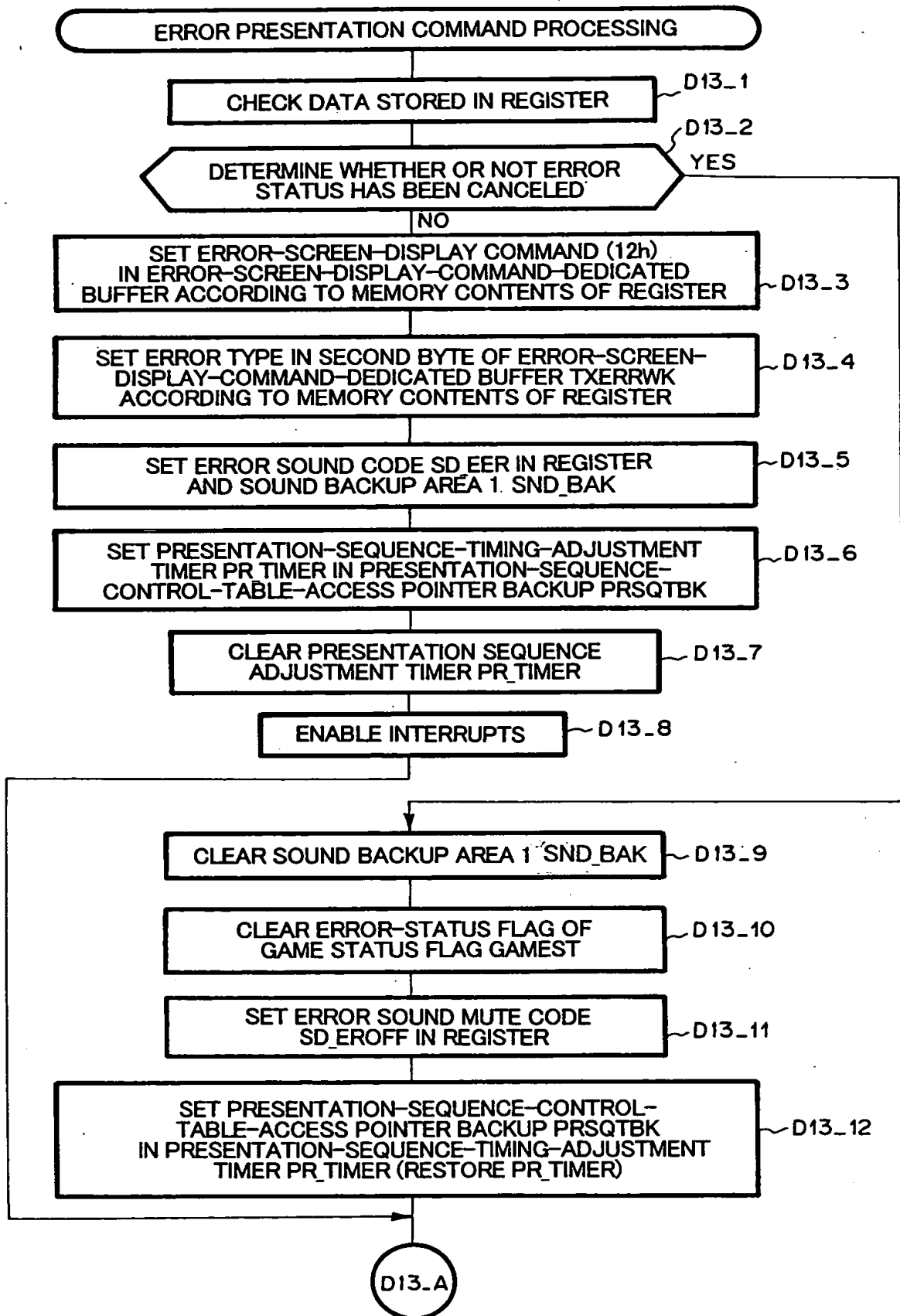
09740064.122000

FIG.220



000221"49004260

FIG.221



000221-122000

09740064 132000

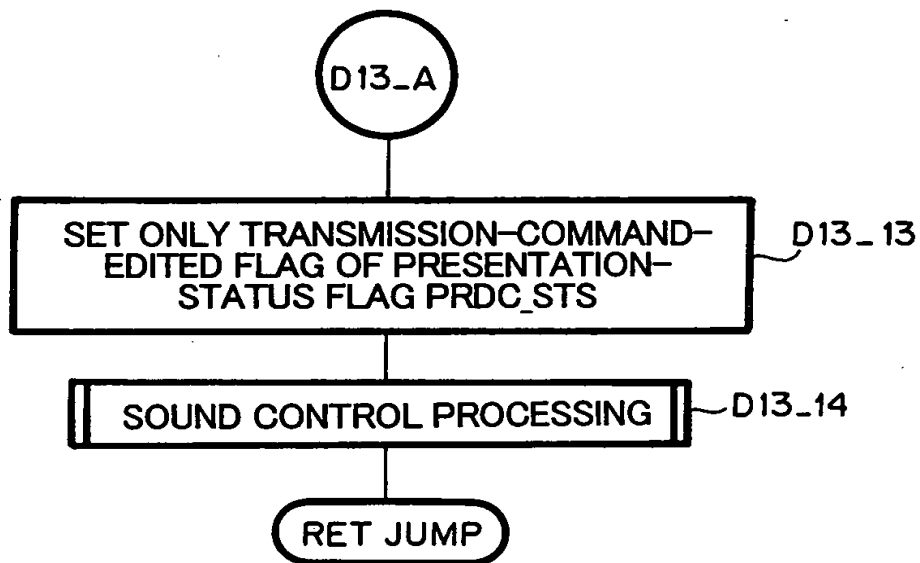


FIG.223

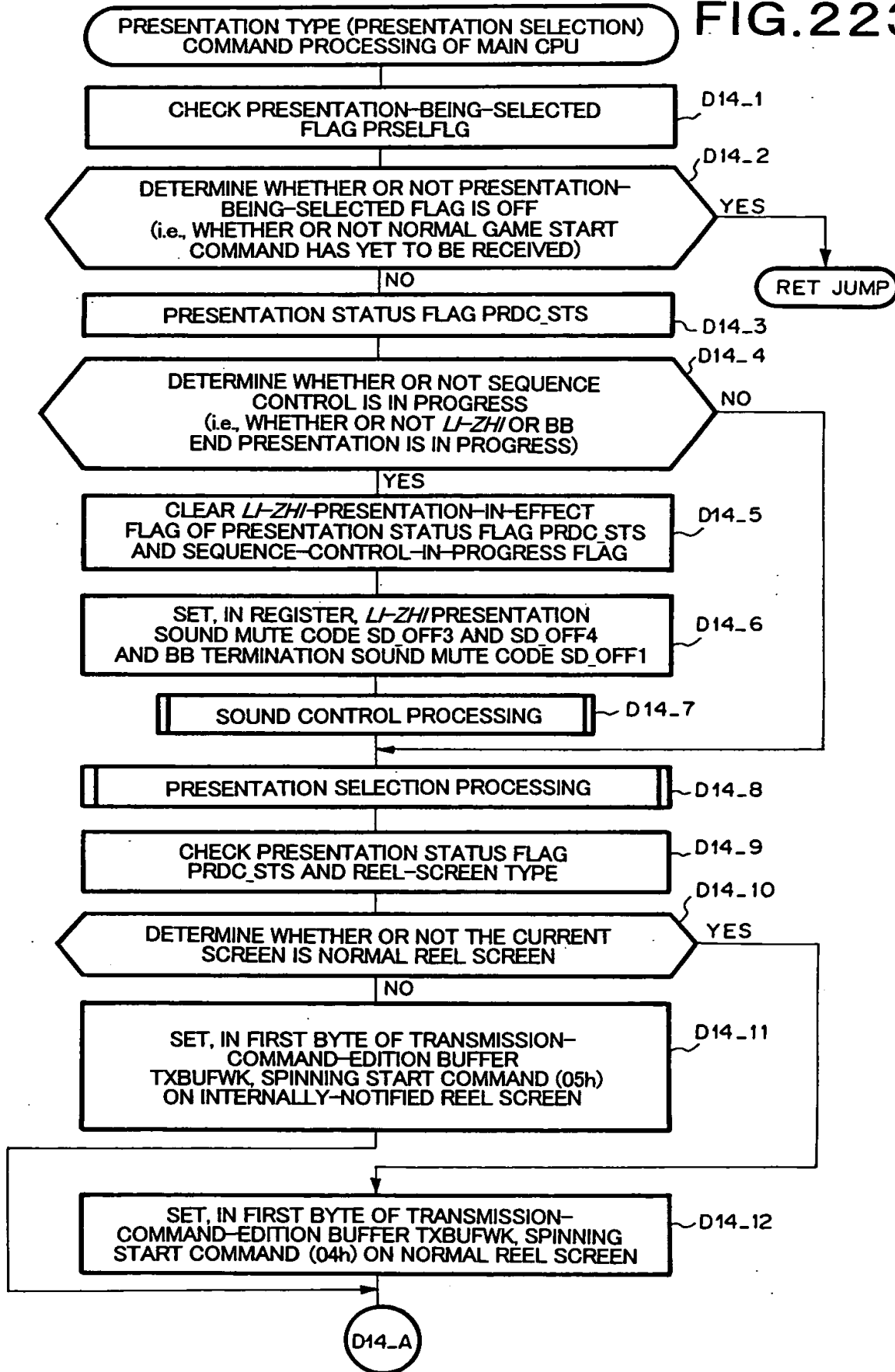


FIG.224

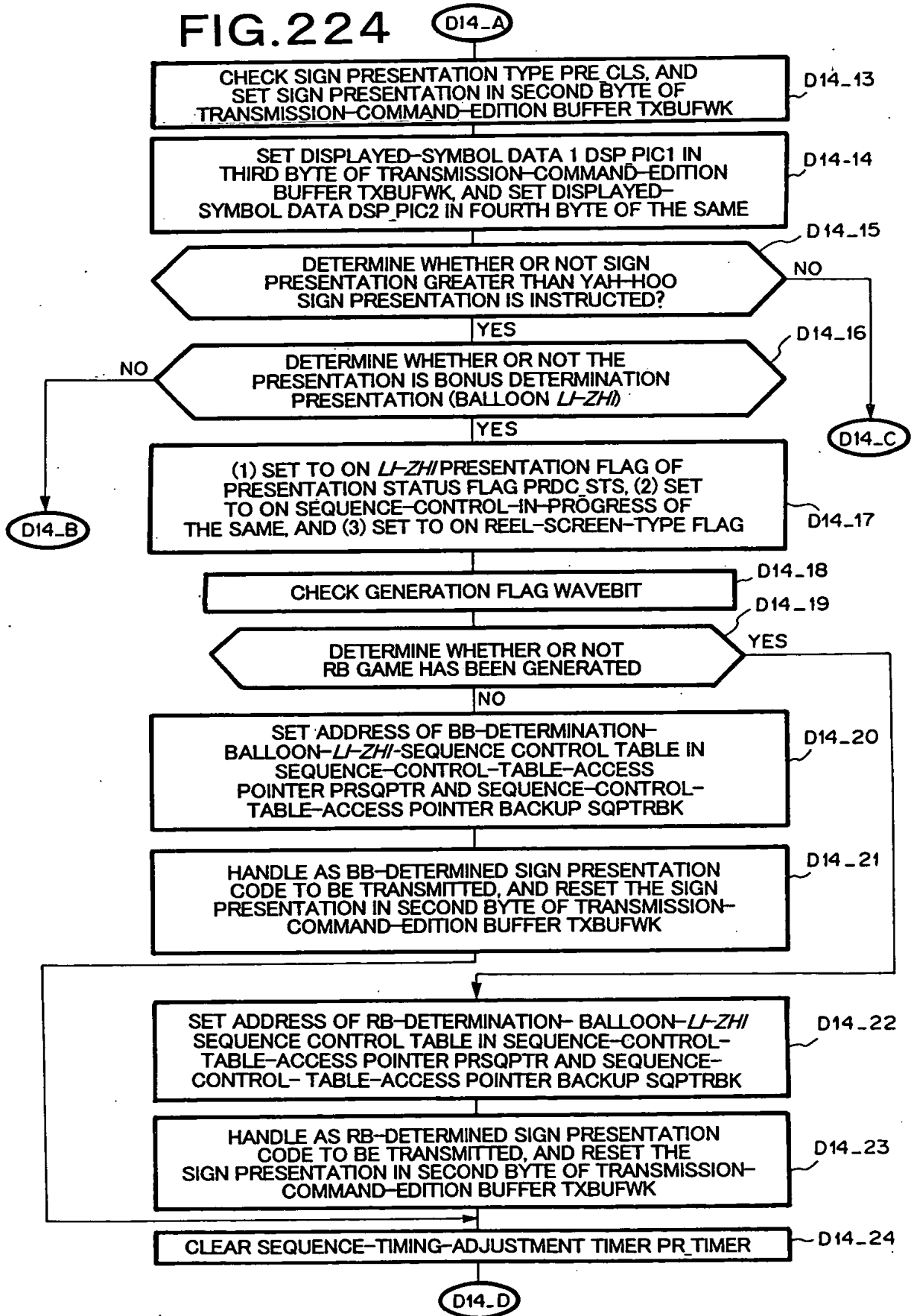


FIG. 225

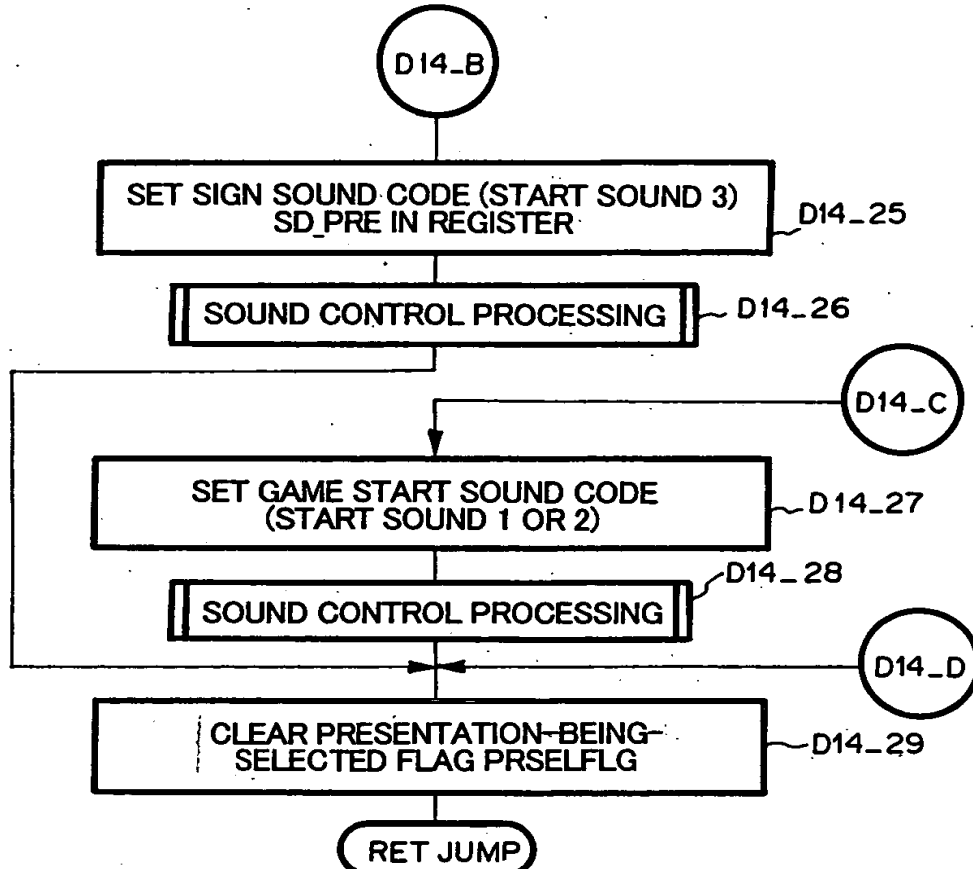


FIG. 226

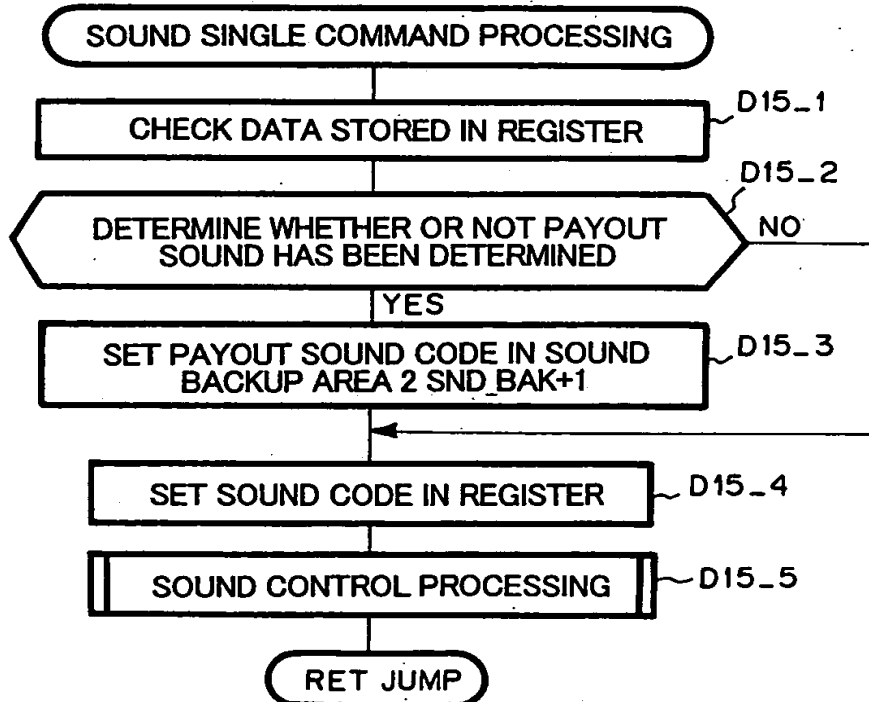


FIG.227

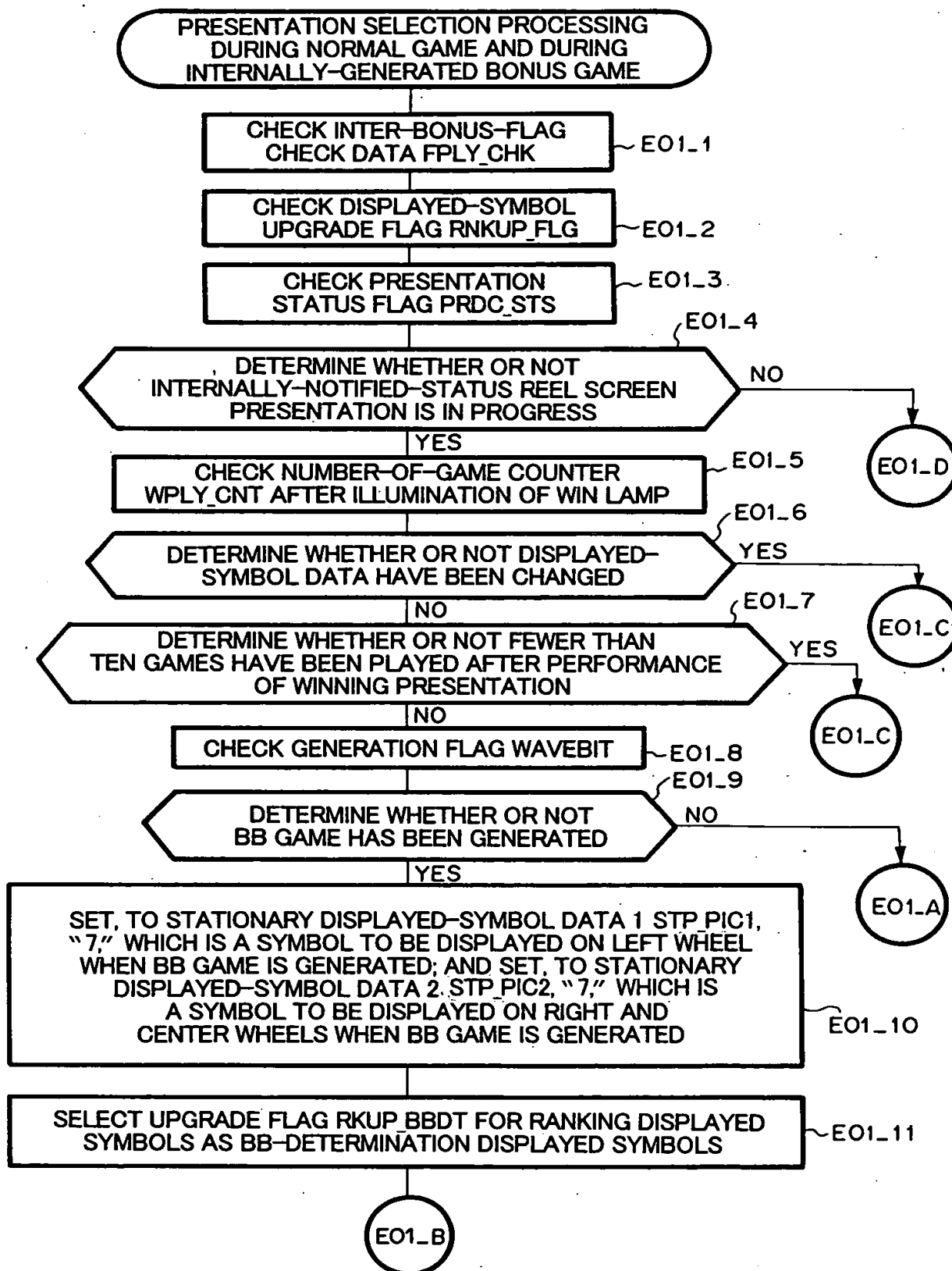
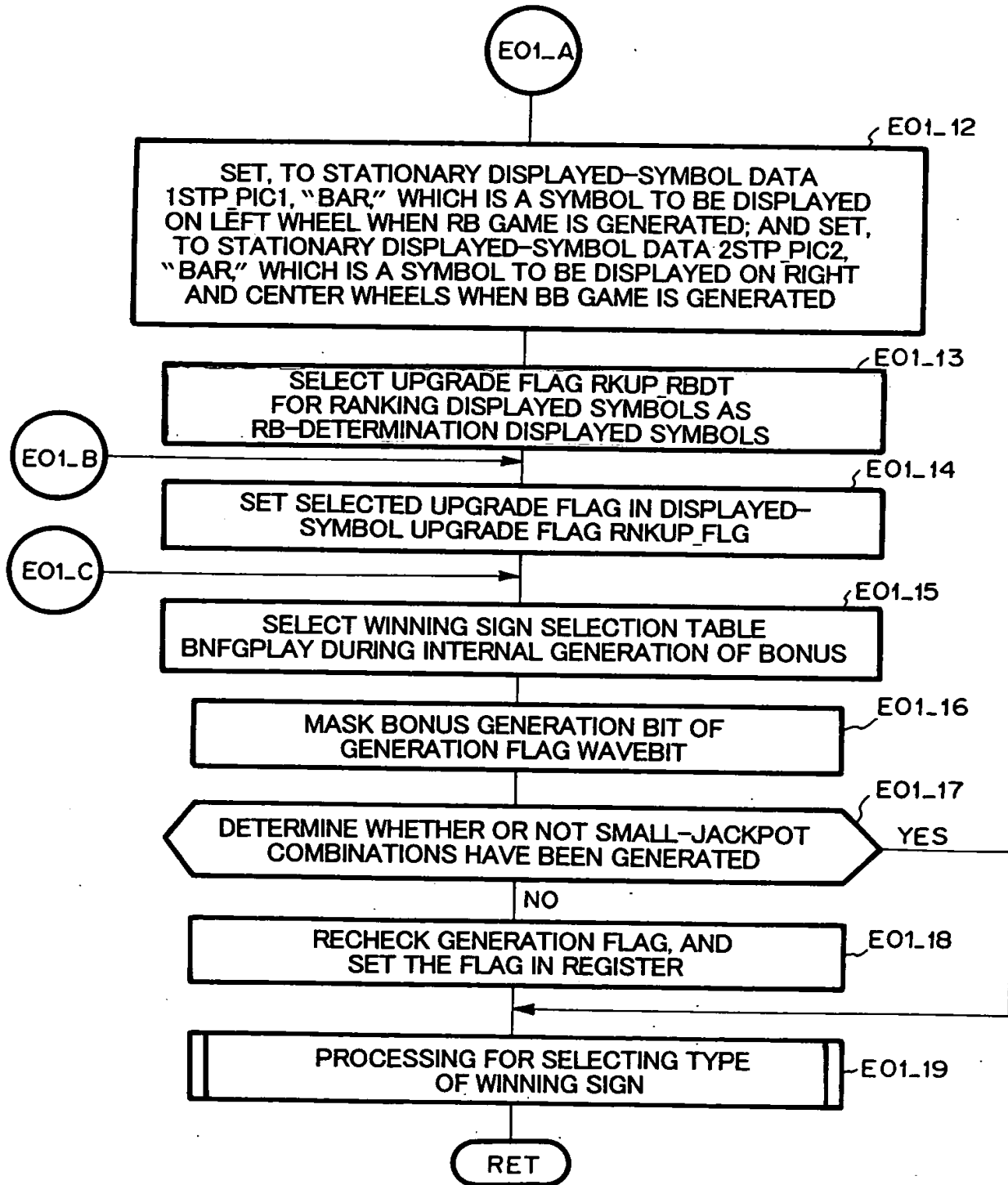
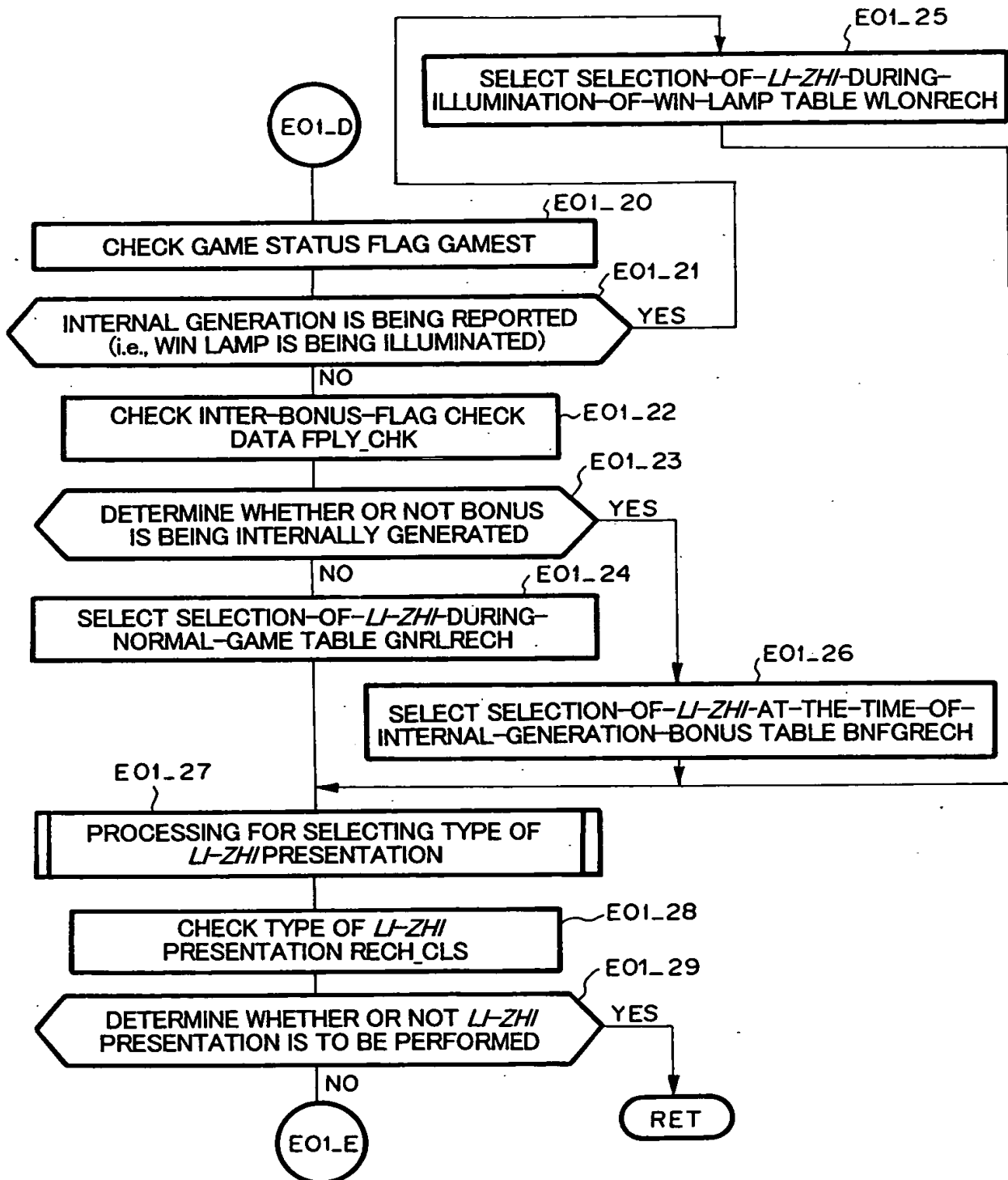


FIG.228



00022T"49004760

FIG.229



BONUS WINNING PROCESSING

FIG.231

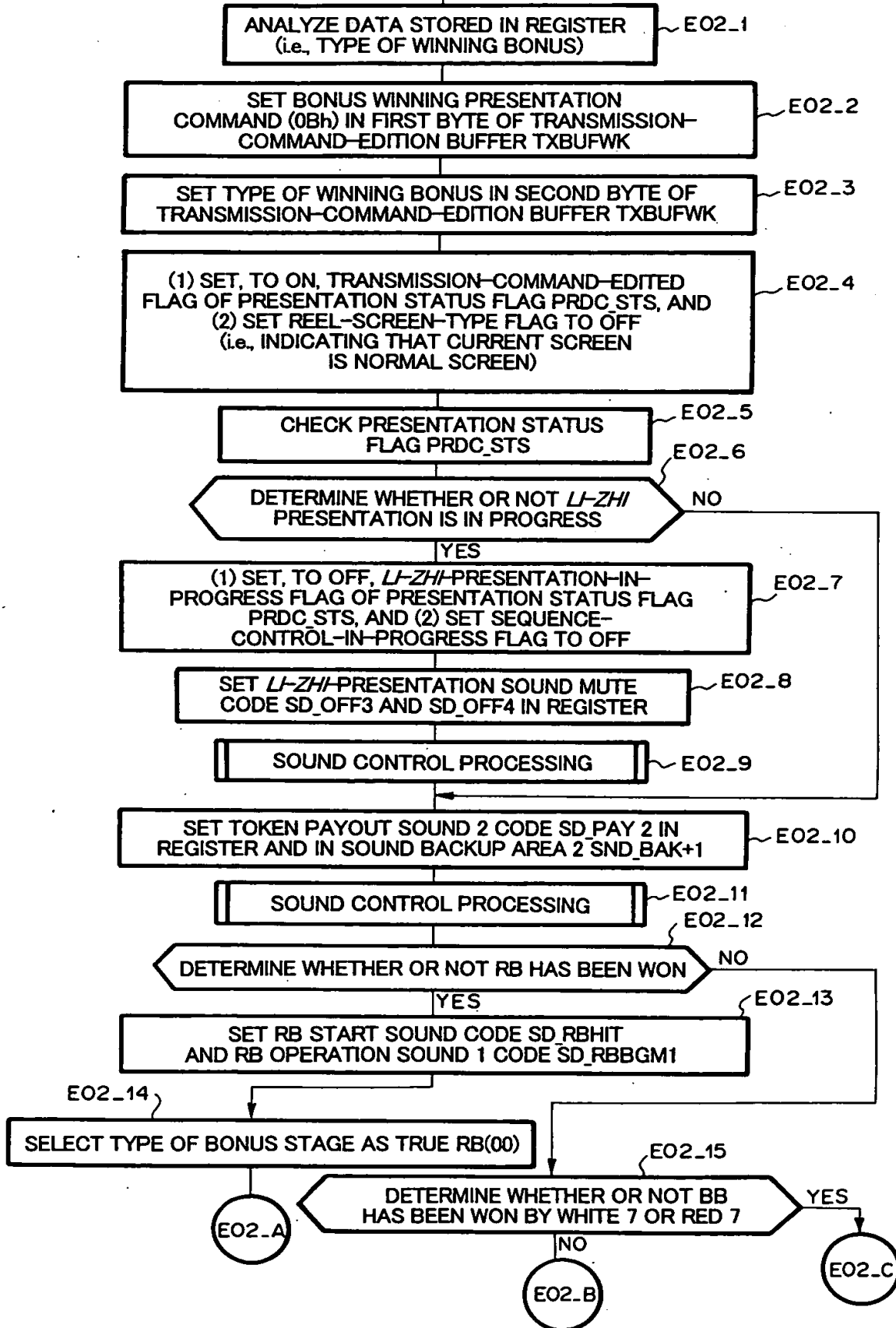




FIG.233

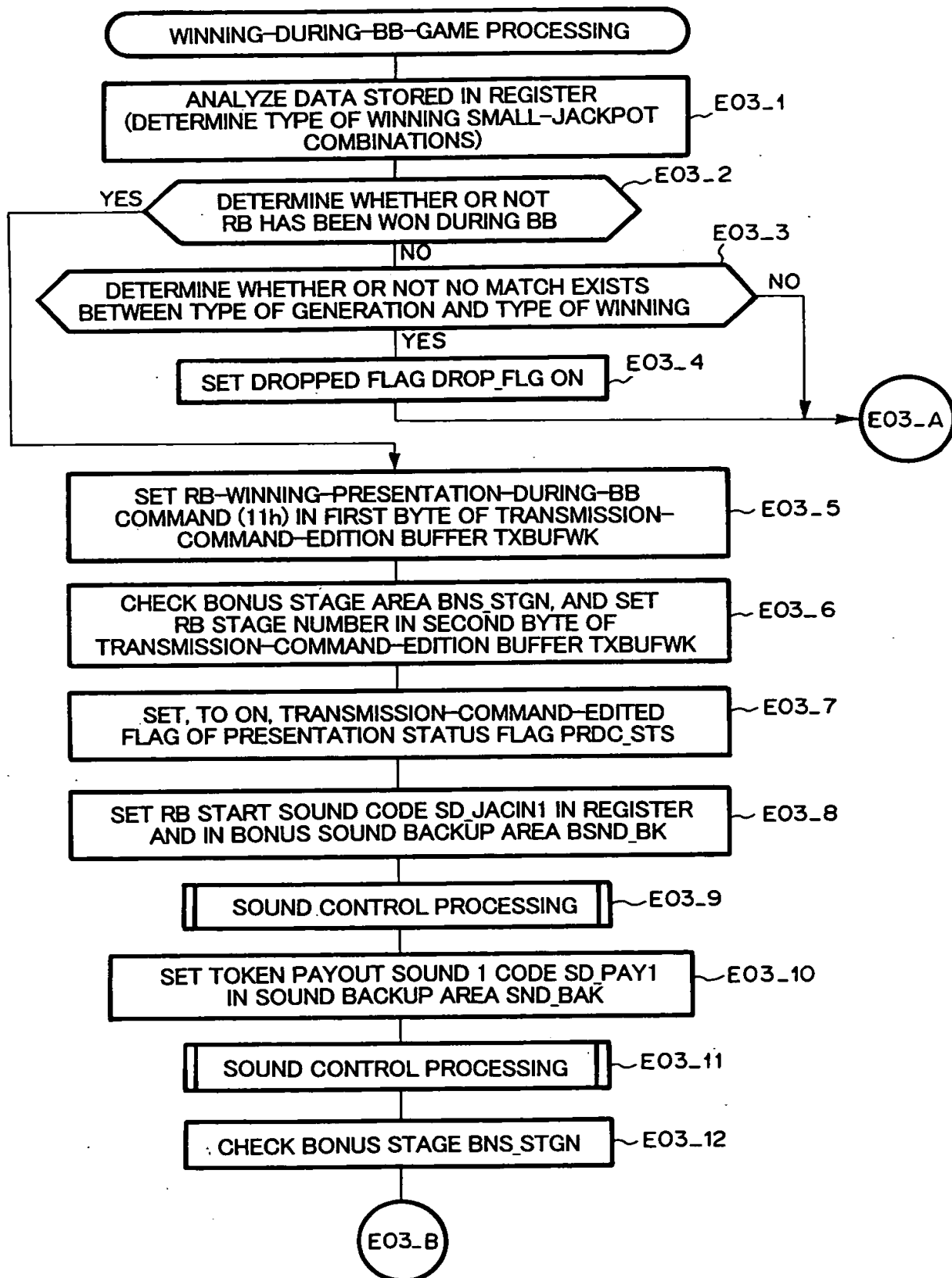
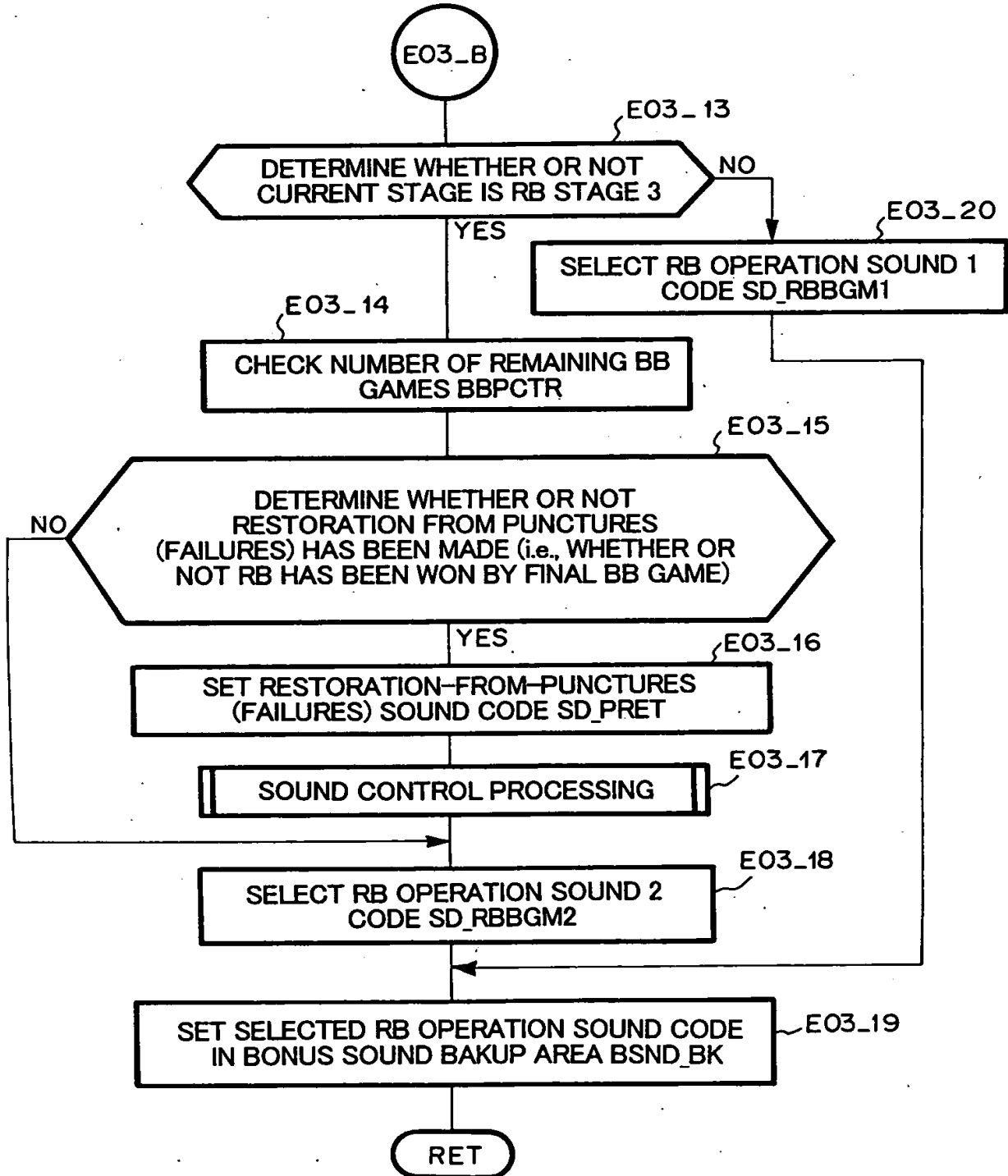
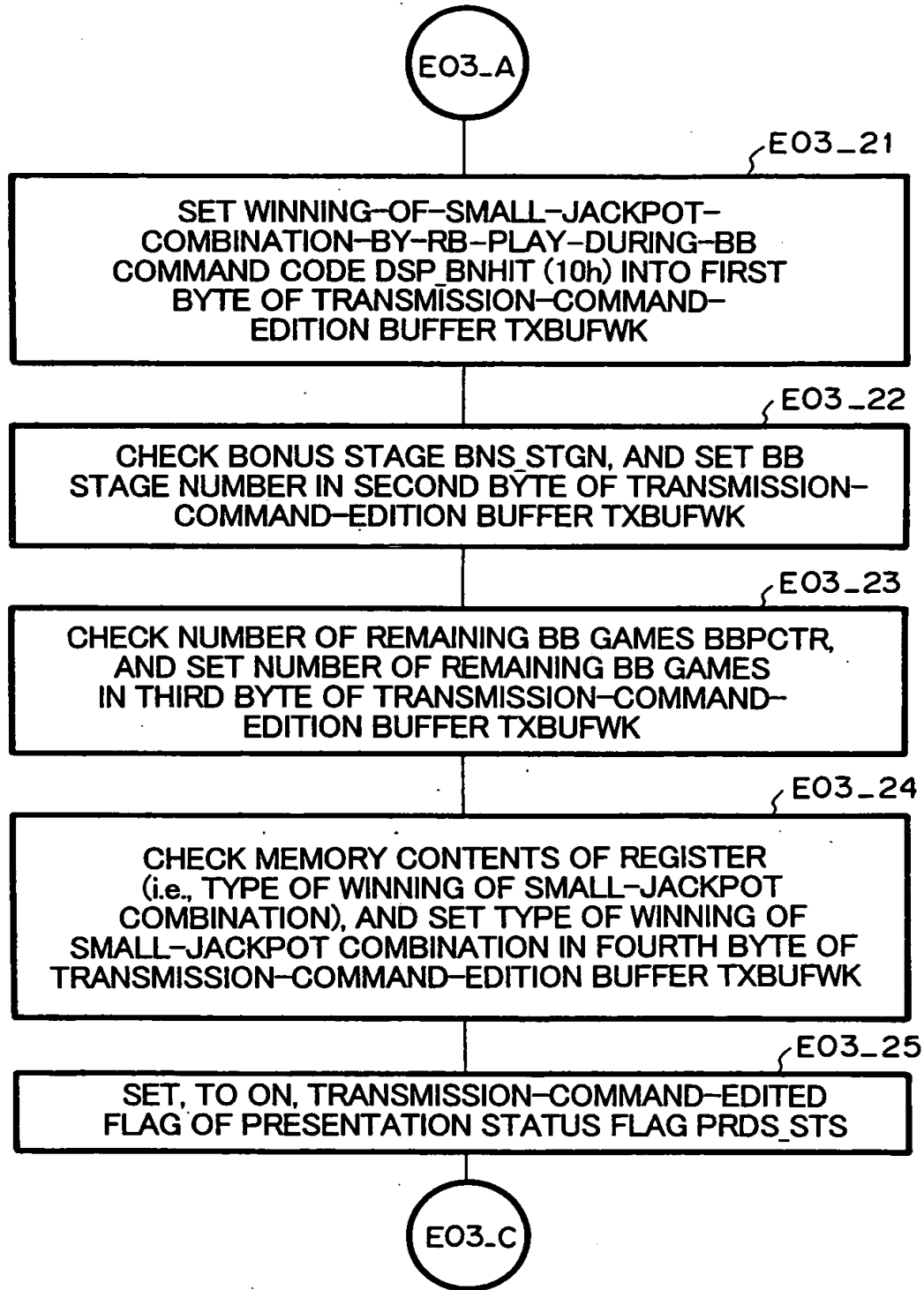


FIG.234



09740064 122000

FIG. 235



09/11/06 12:00

FIG.236

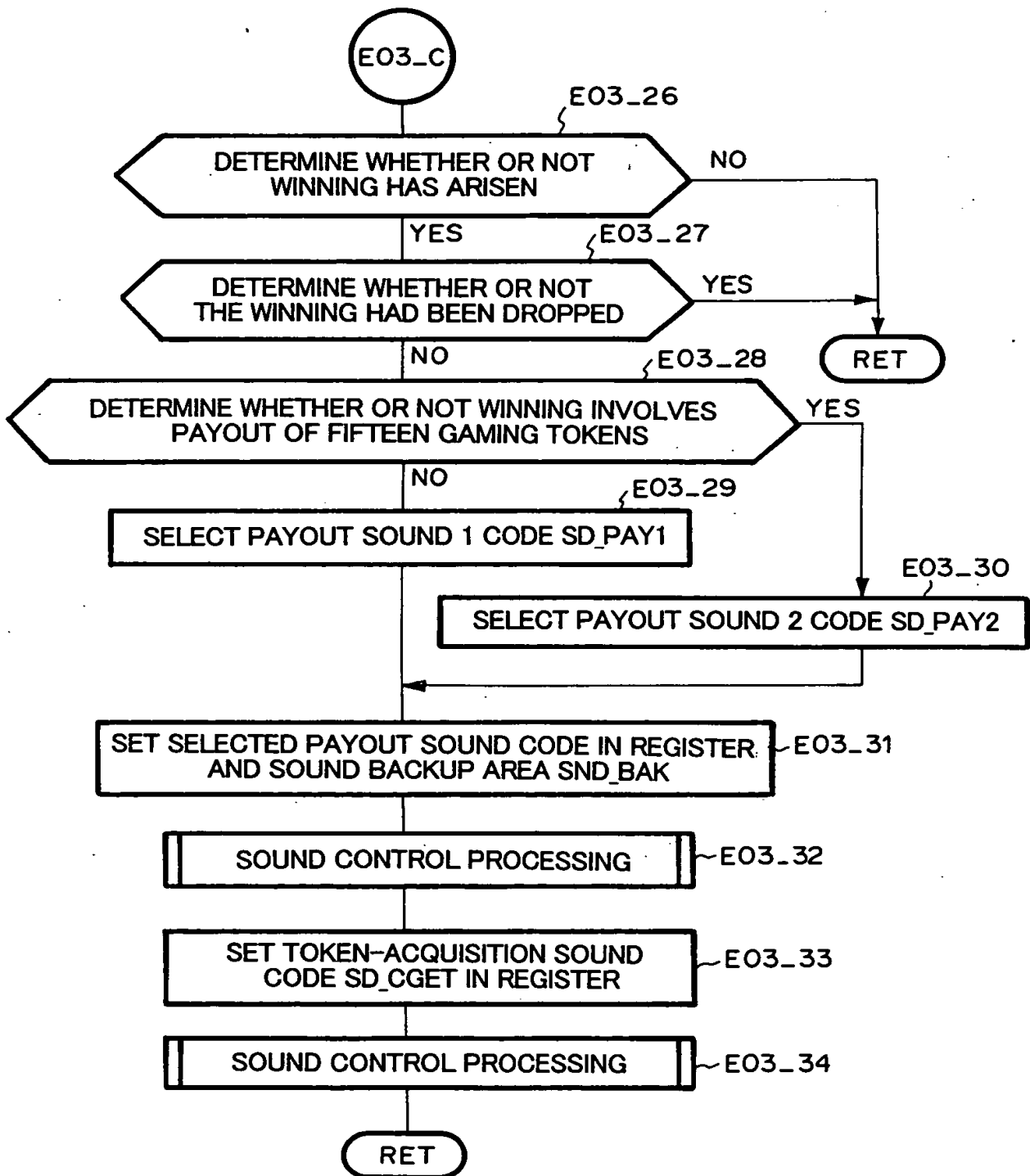
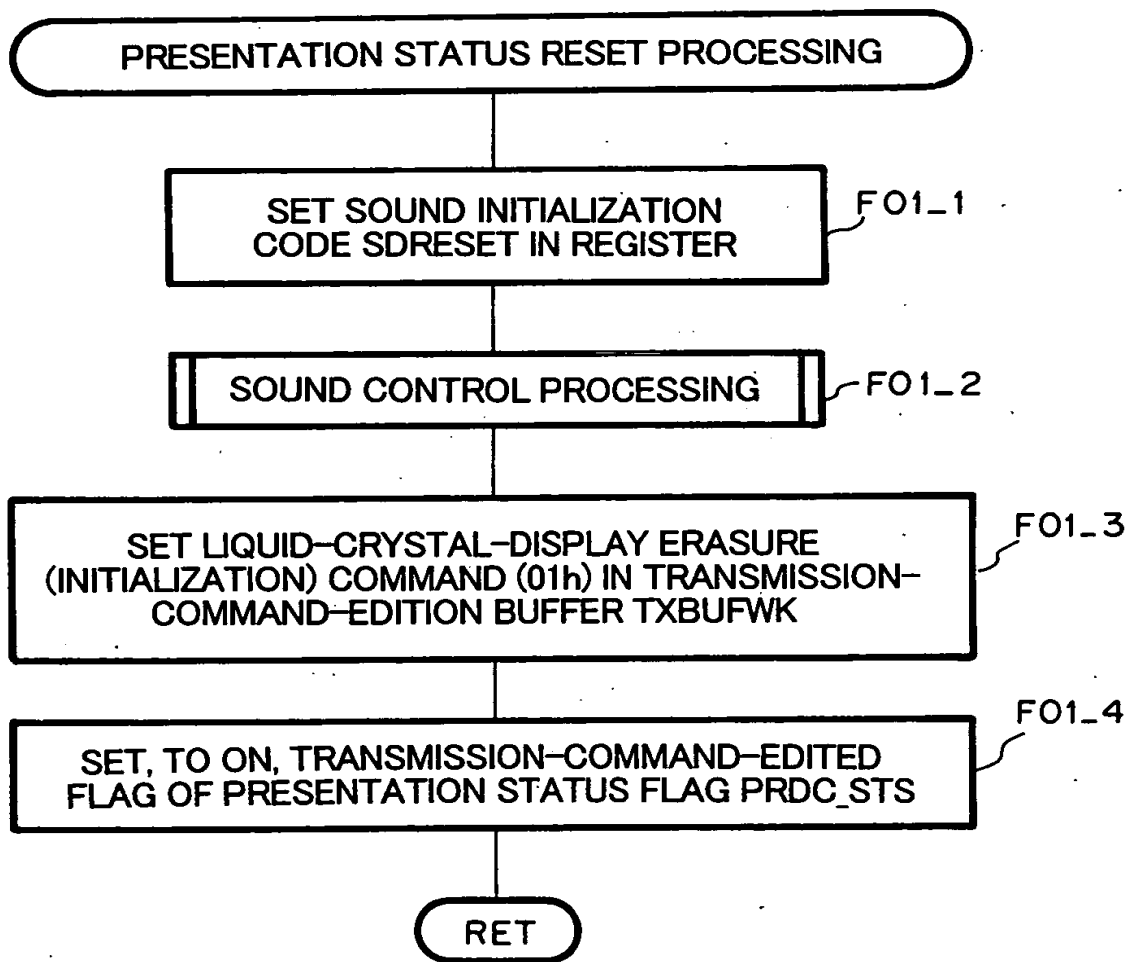
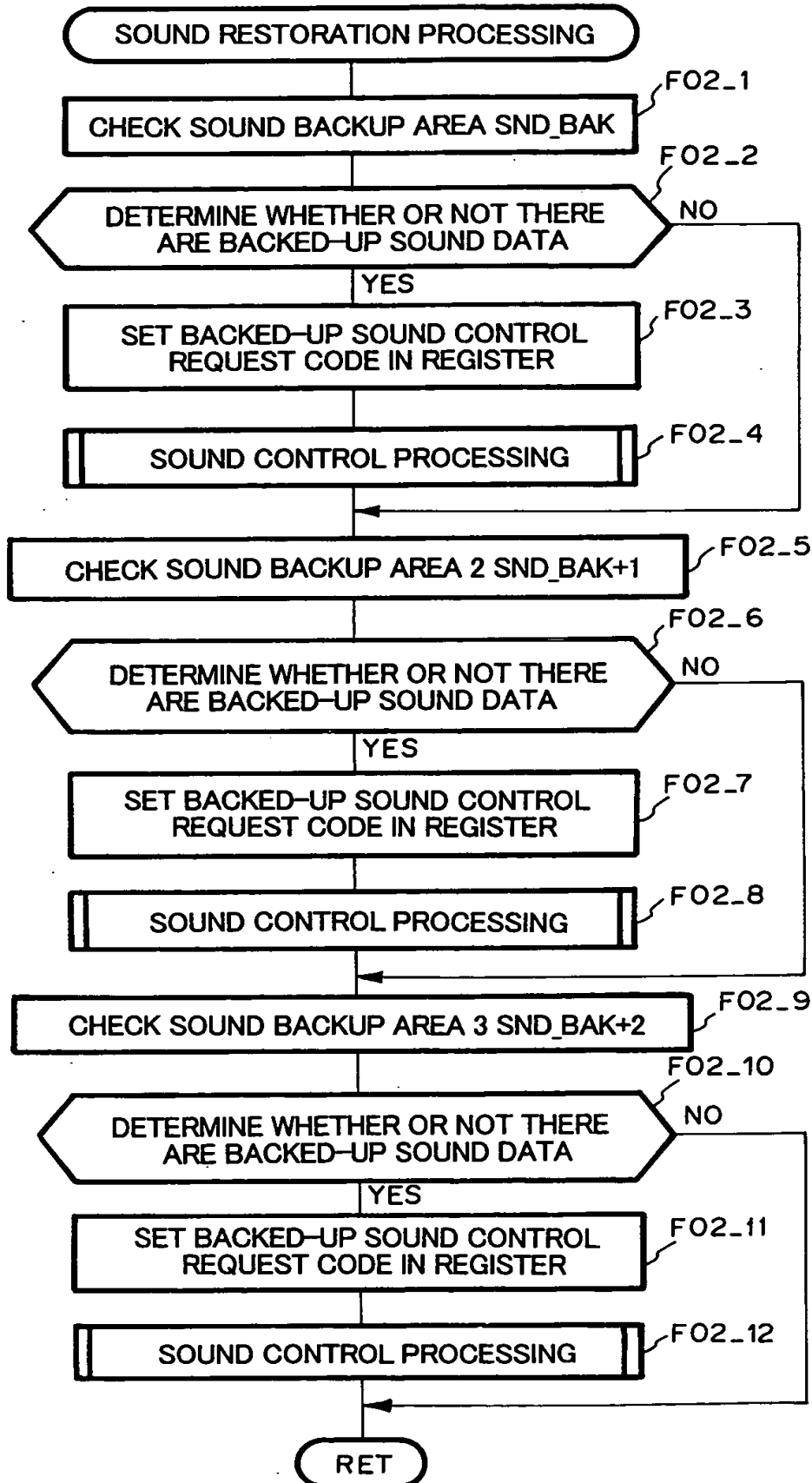


FIG.237



09740064-122000

FIG.238



09740064-122000

FIG.239

RECEIVED COMMAND EXTRACT PROCESSING

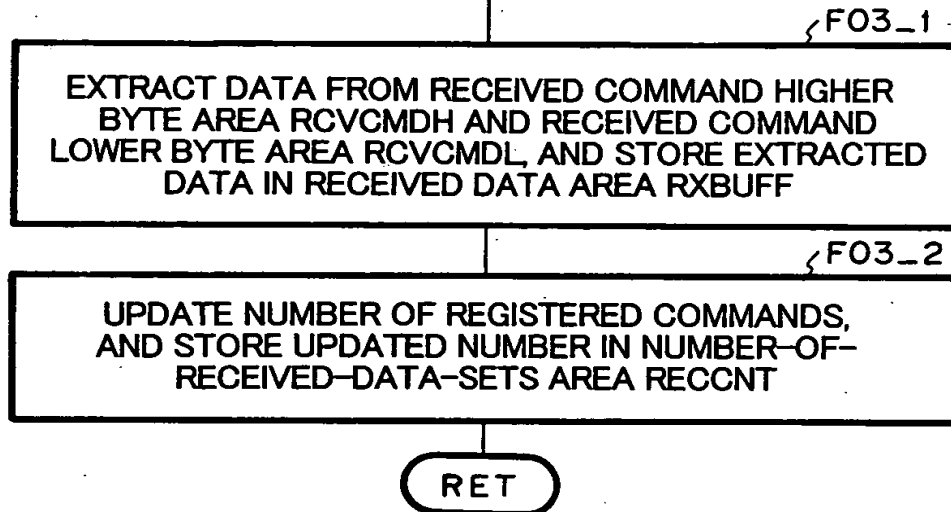
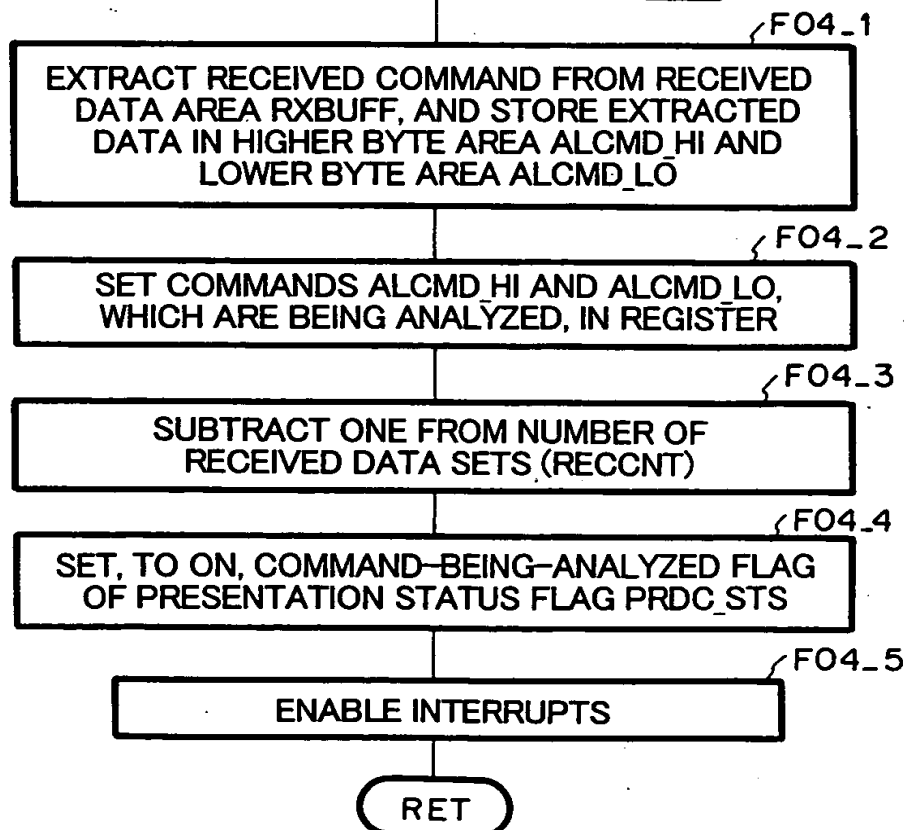


FIG.240

COMMAND FETCH PROCESSING



00022T"49004750

PROCESSING FOR SELECTING TYPE
OF WINNING SIGN PRESENTATION

FIG.241

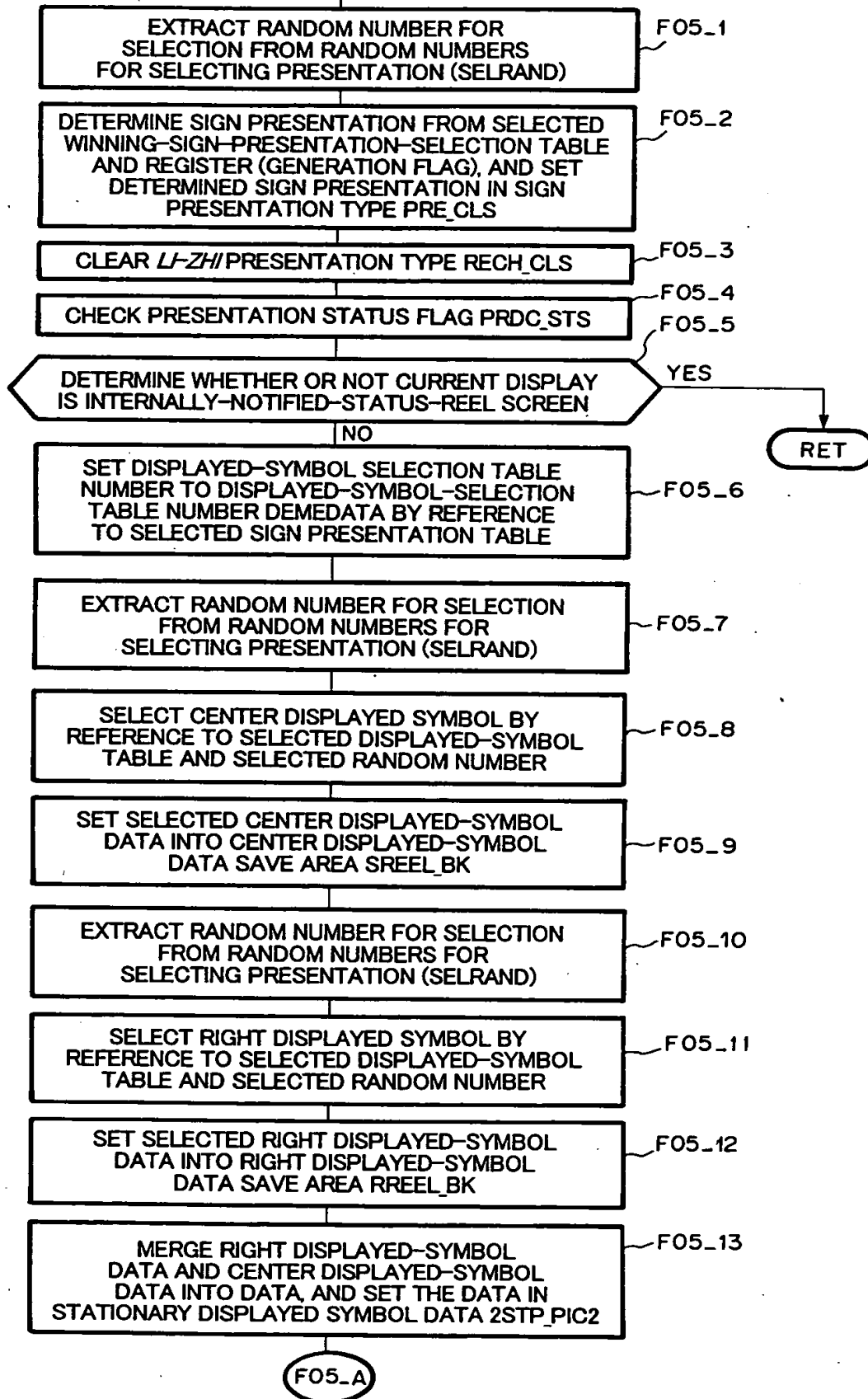
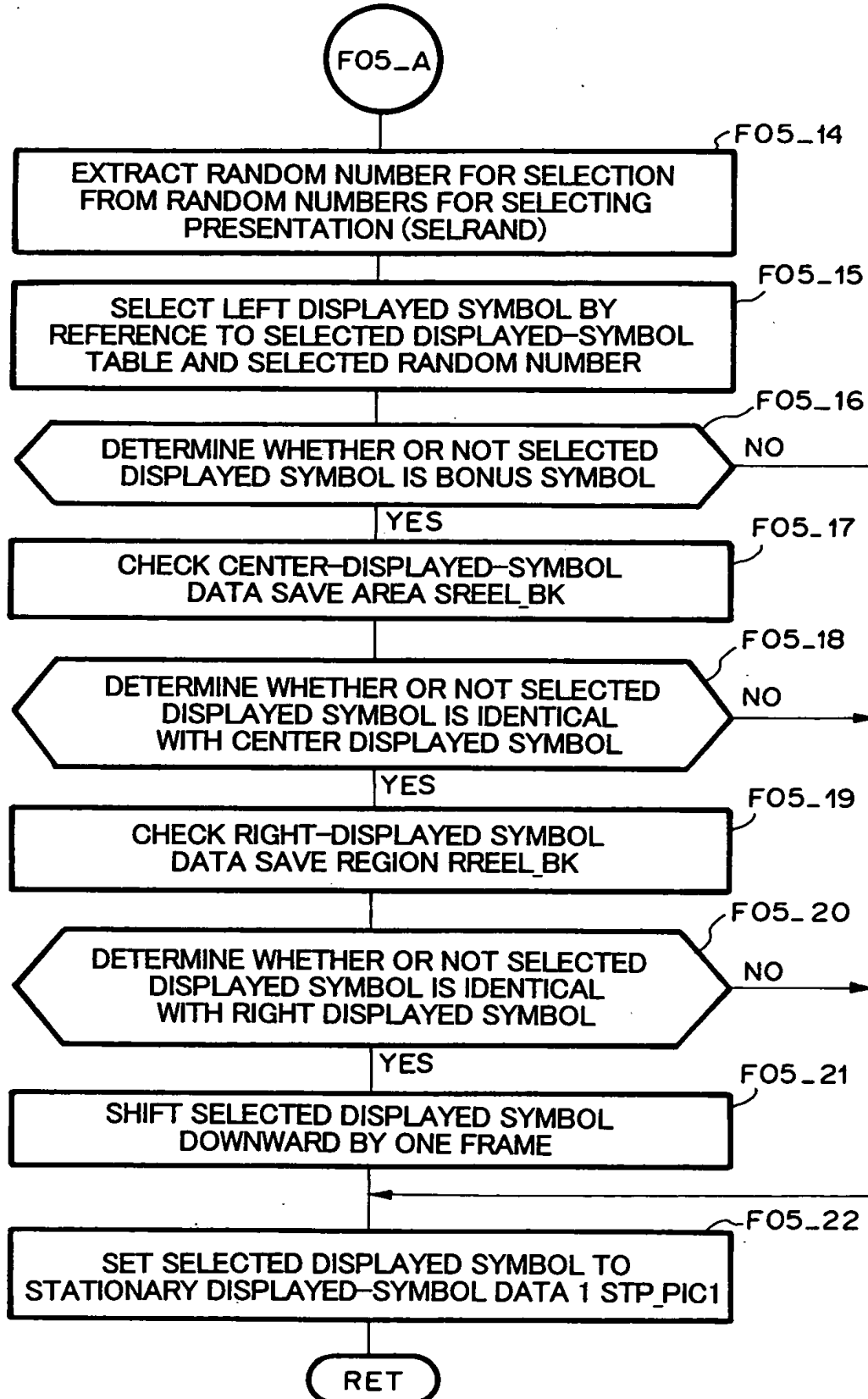


FIG.242



09740064-122000

FIG. 244

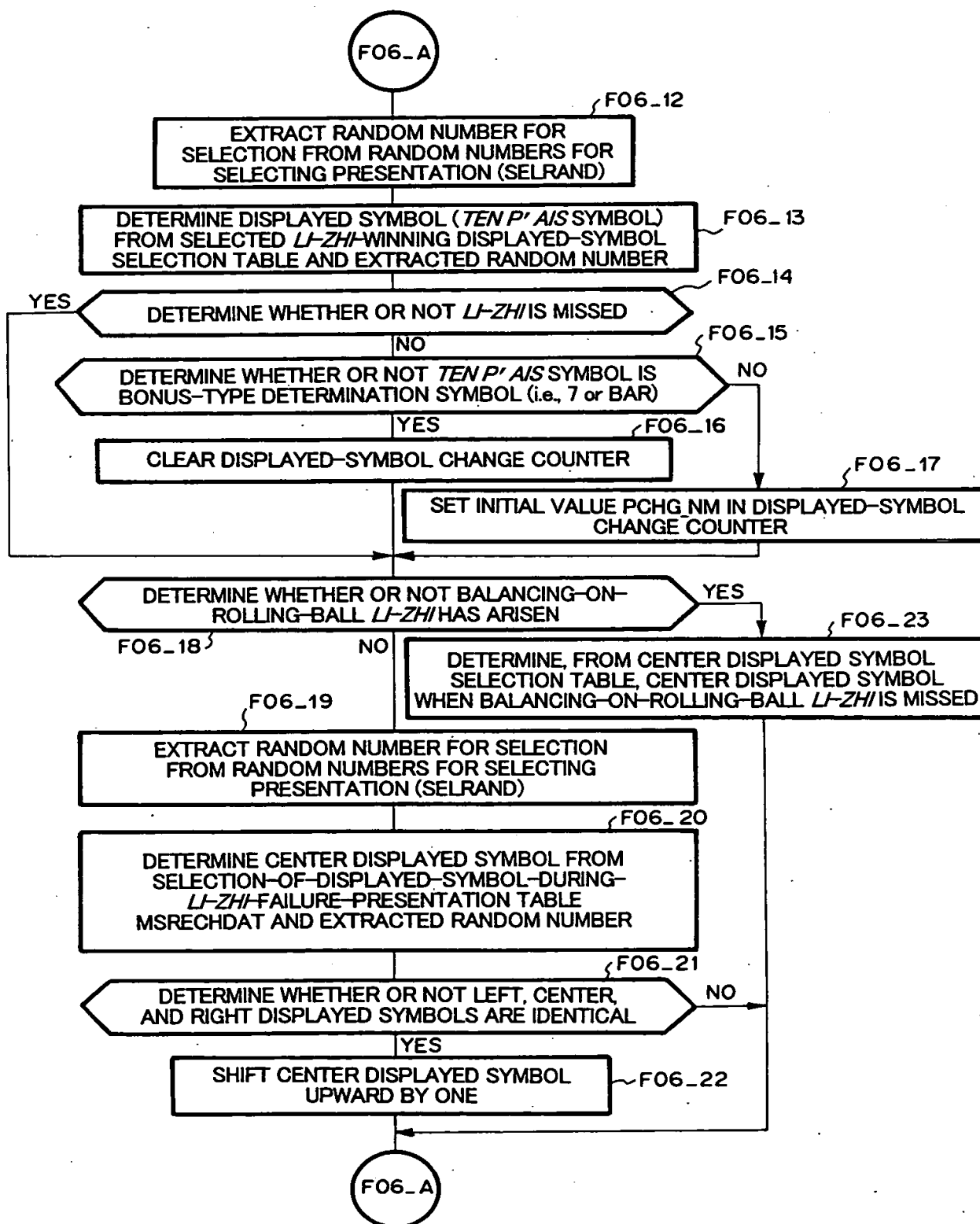


FIG.245

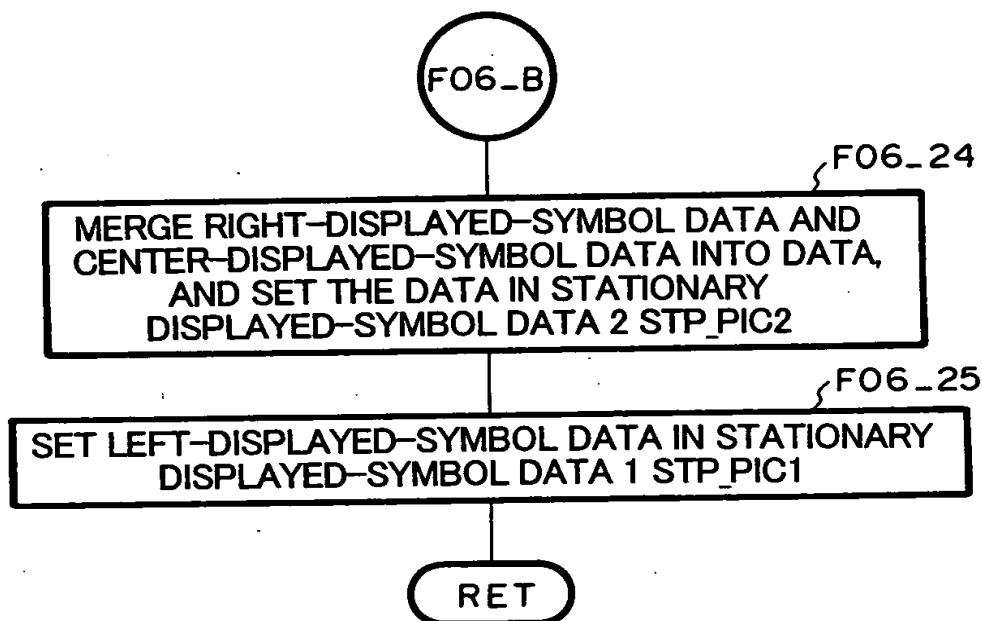


FIG.246

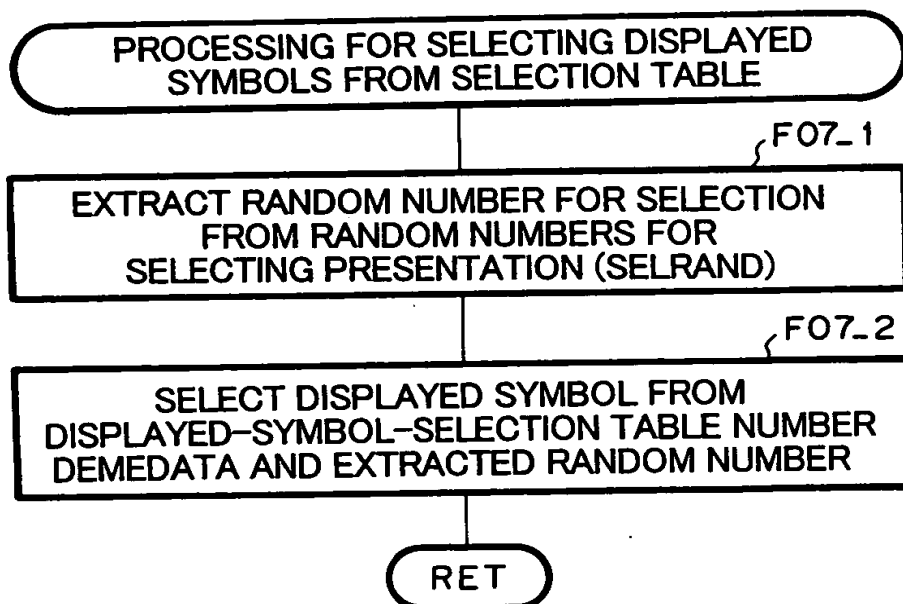
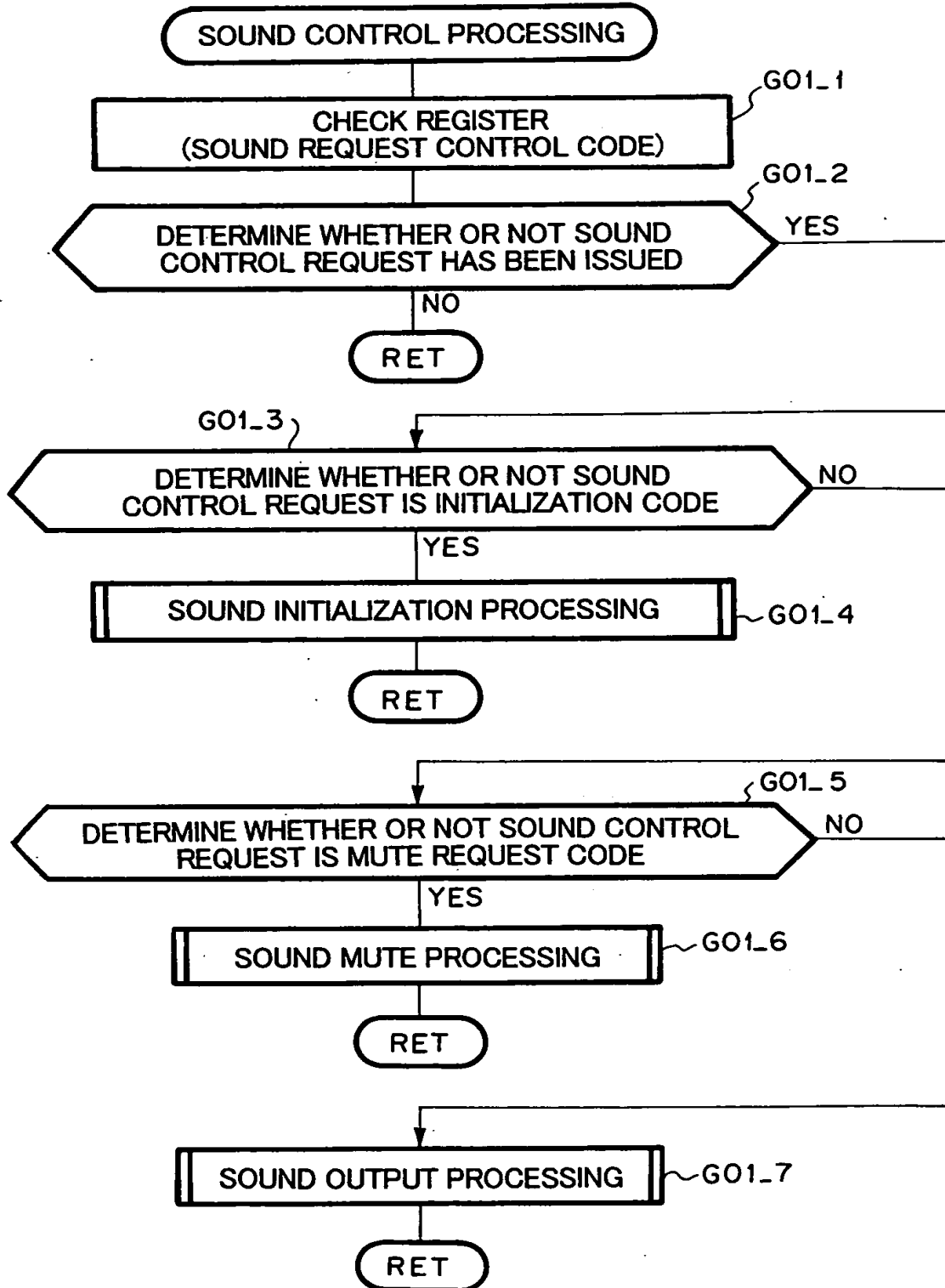


FIG.247



00022T"4900460

FIG.248

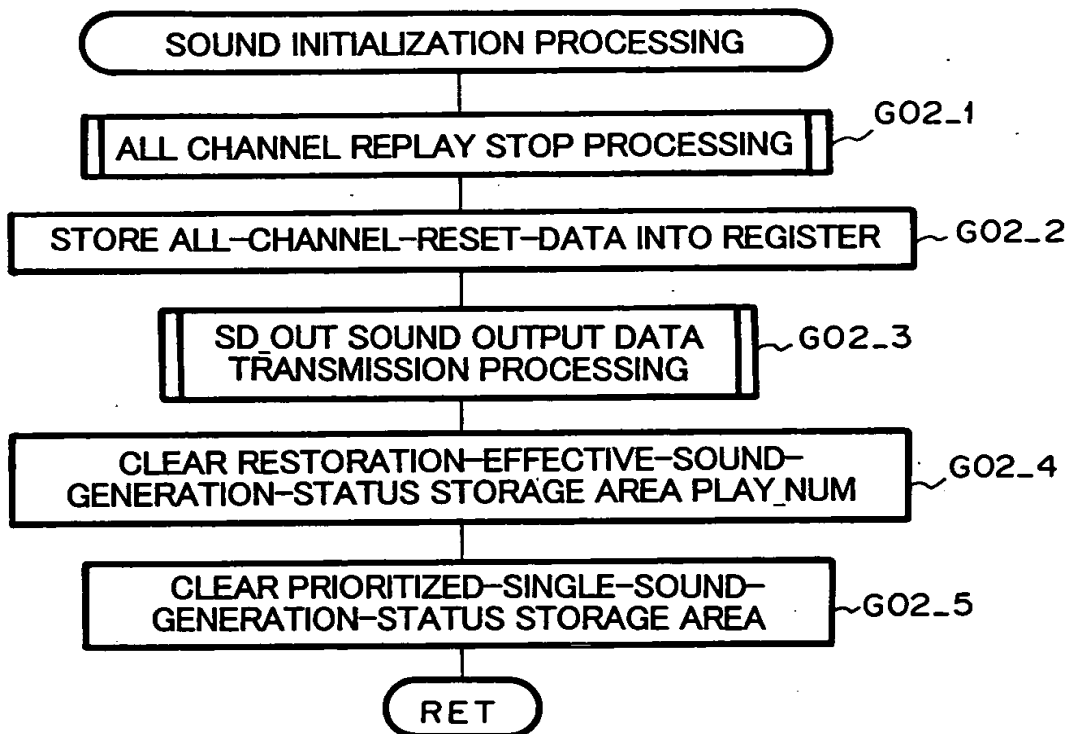


FIG.249

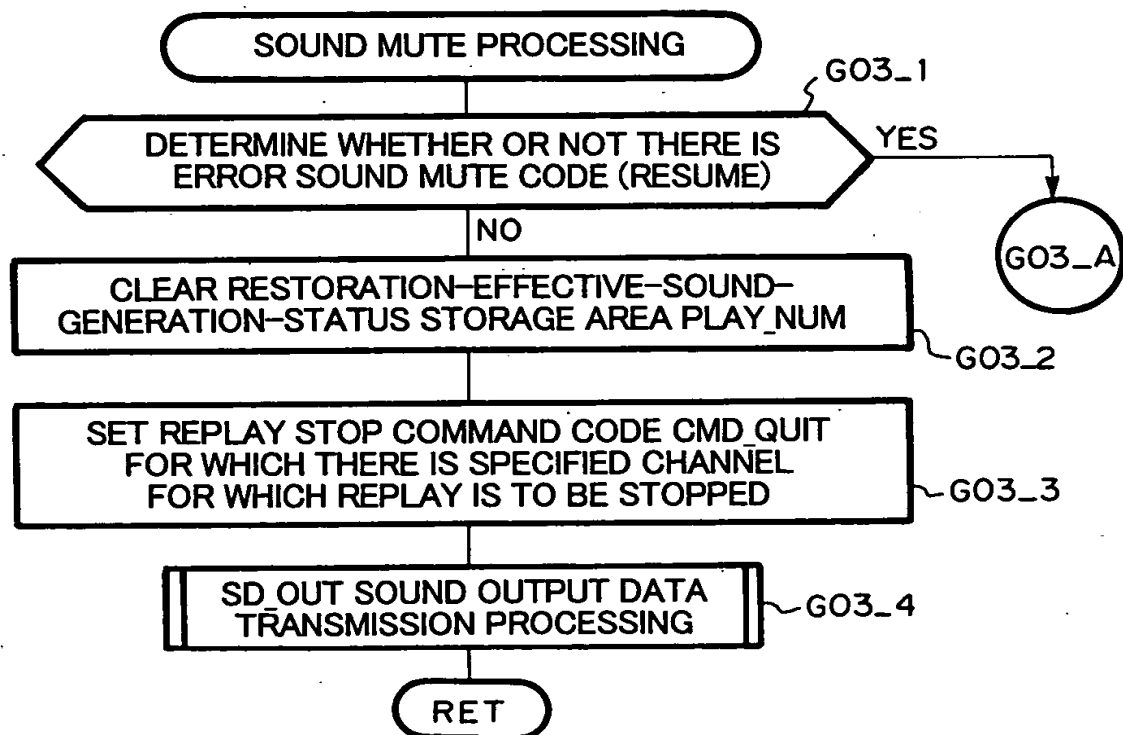
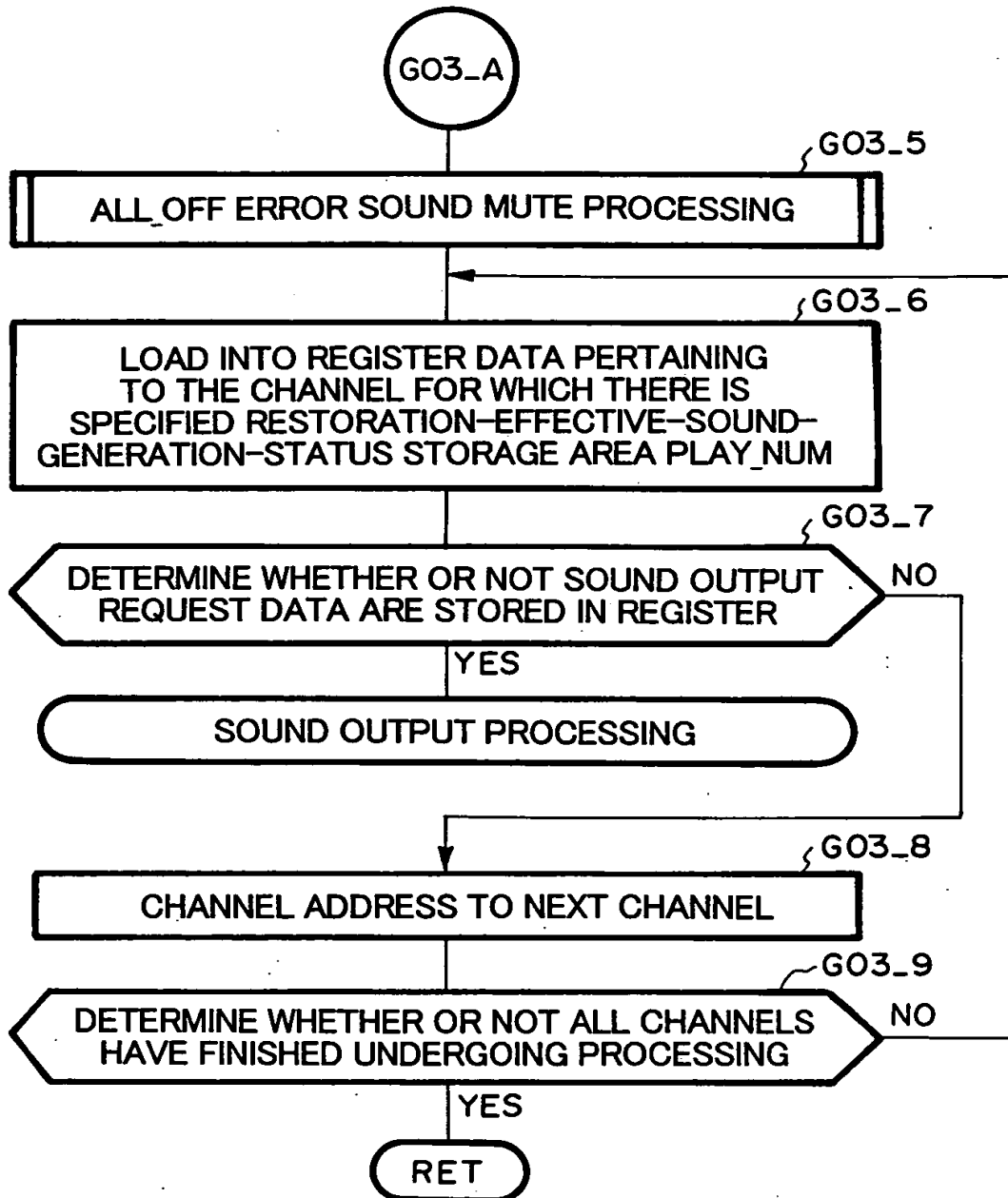


FIG.250



09740064 " 122000

FIG. 252

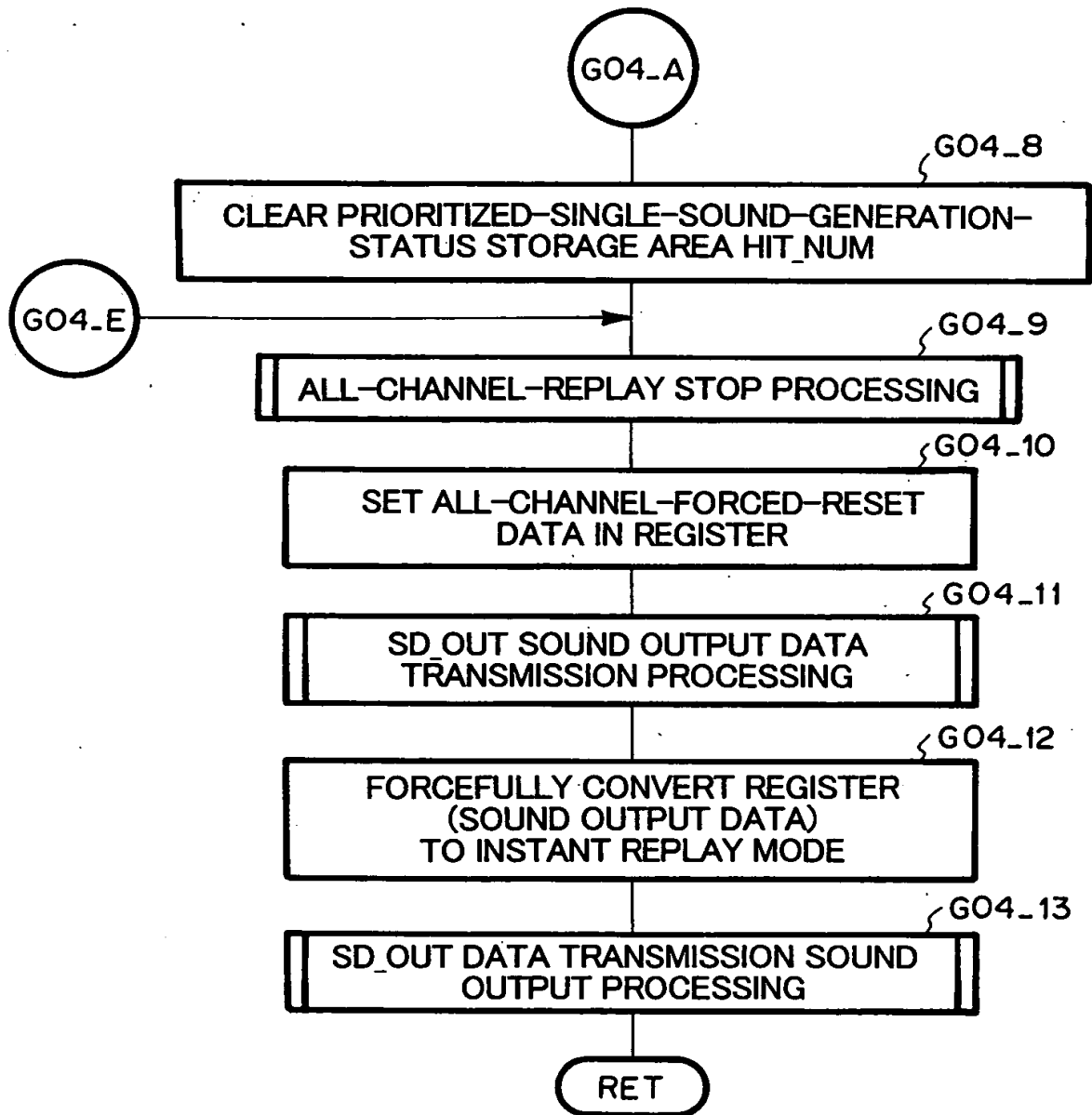


FIG.254

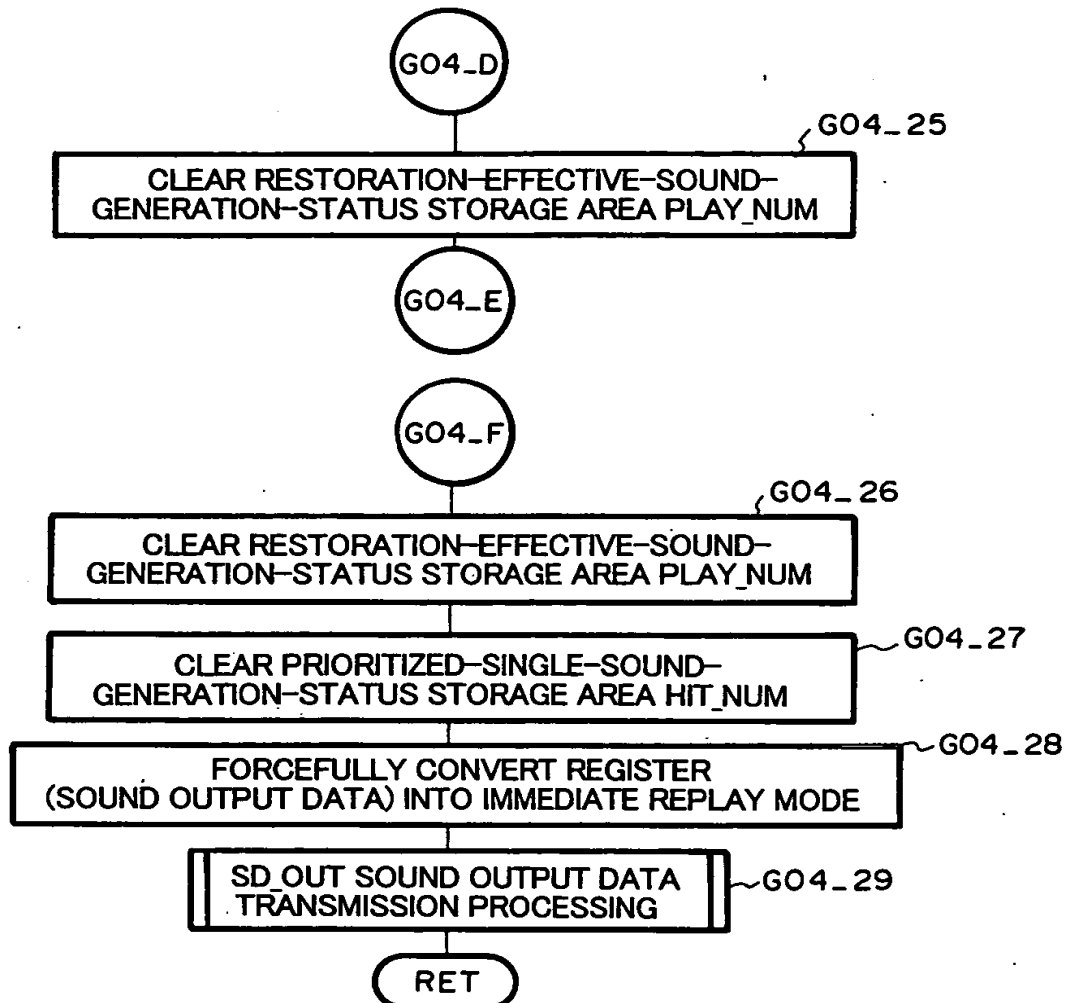
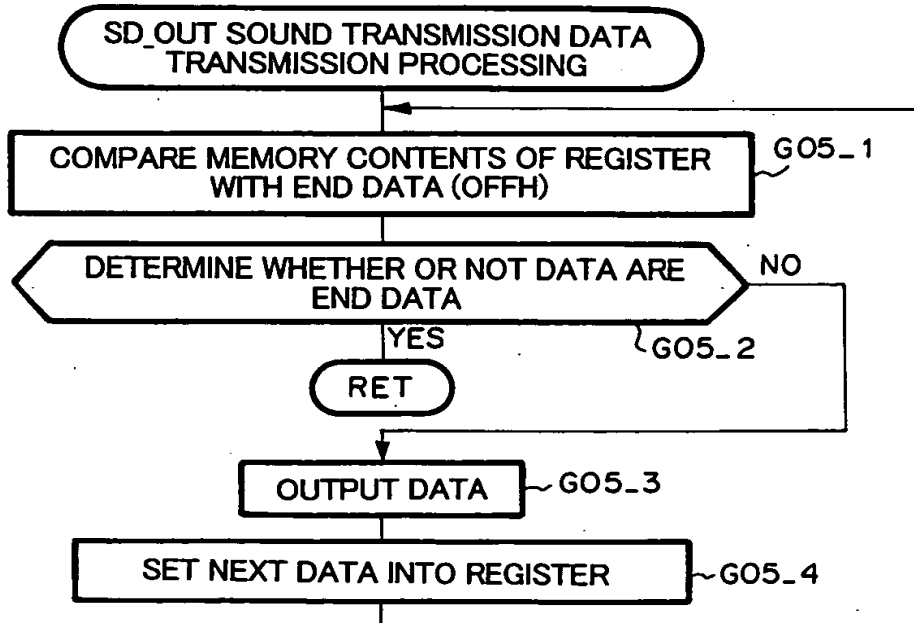
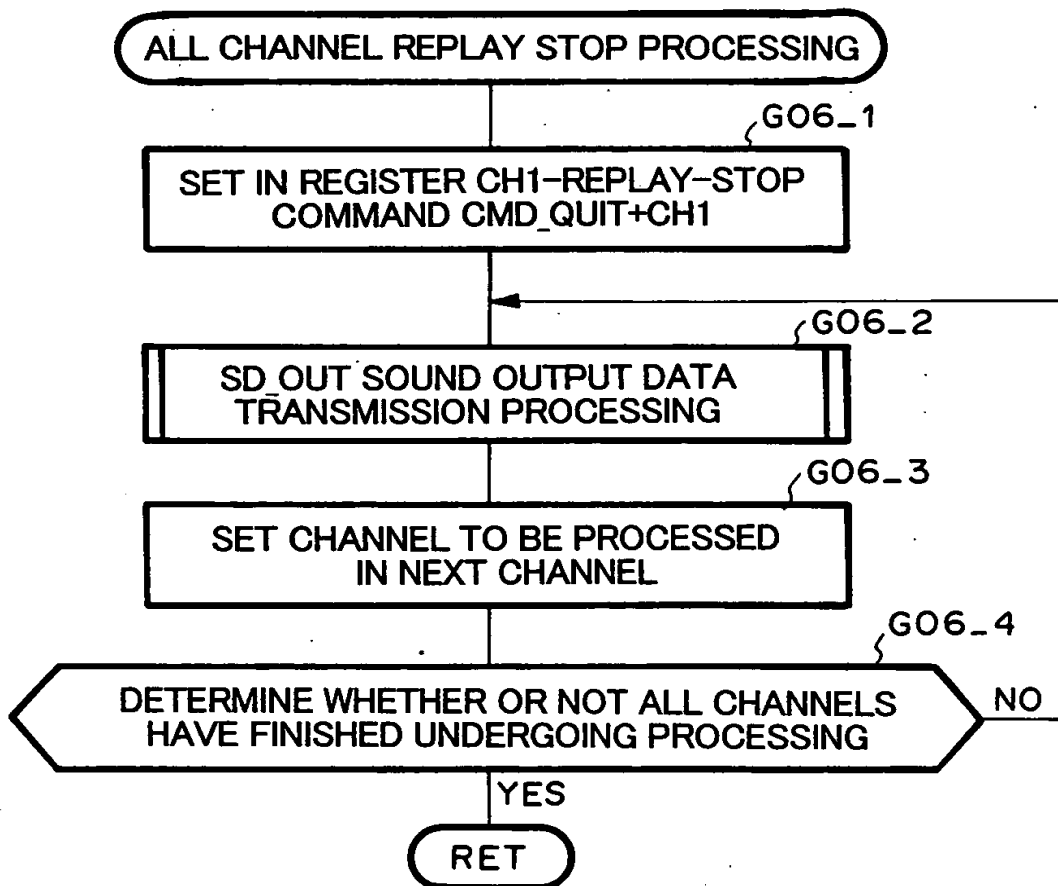


FIG.255



000221"49004750

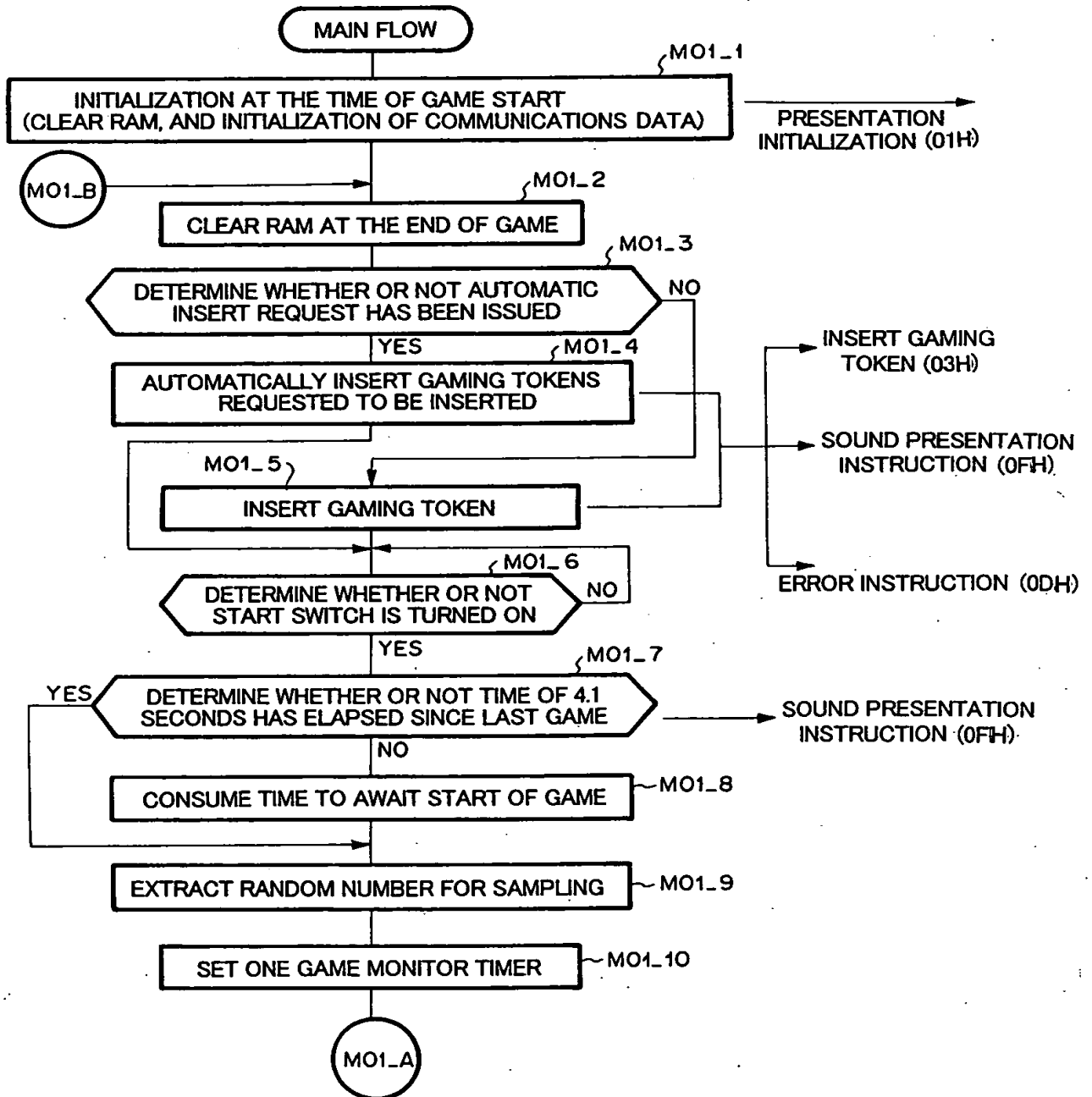
FIG.256



000221-1900460

000221 " 49004 122000

FIG.257



000221"49004760

FIG.258

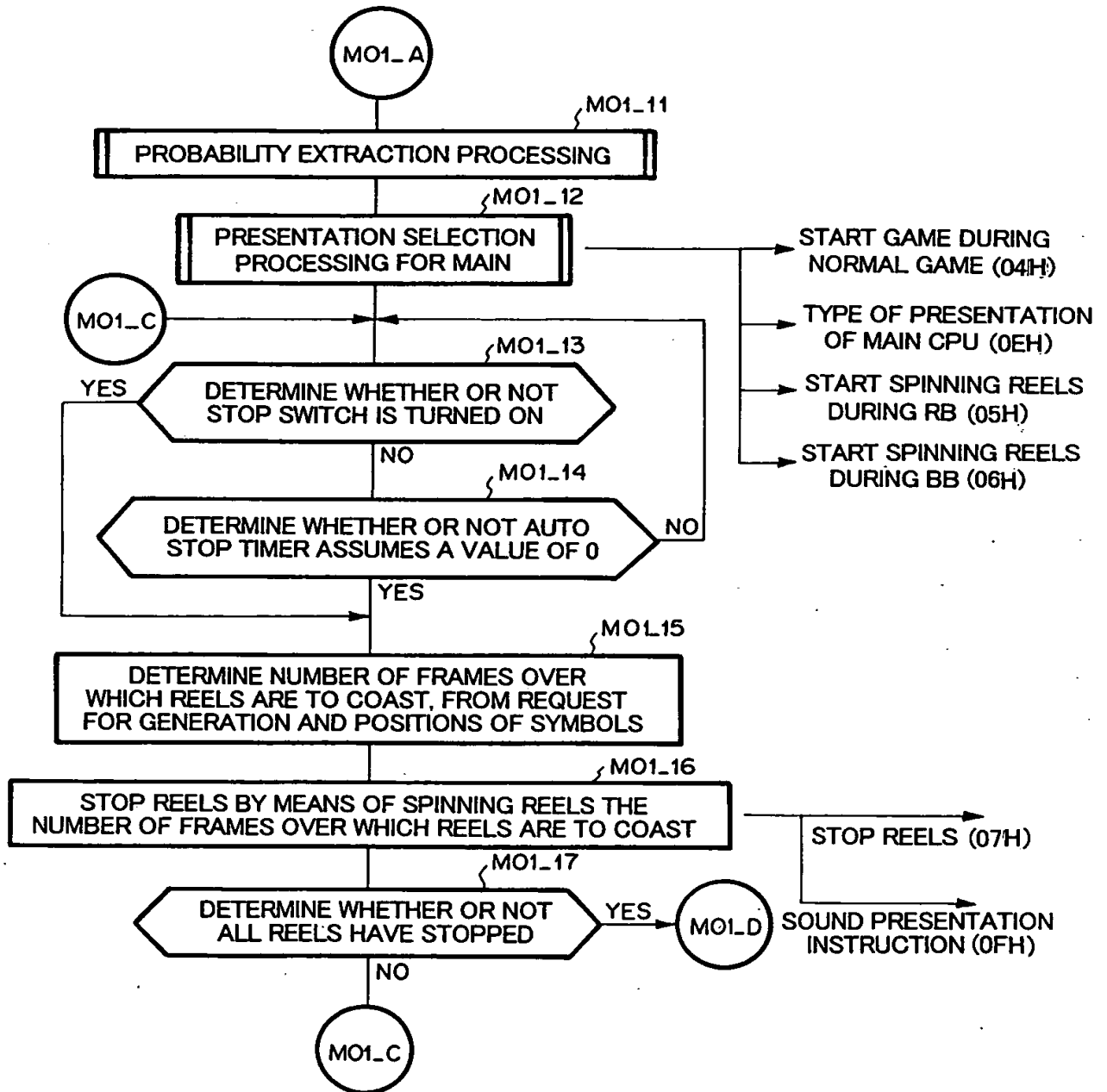
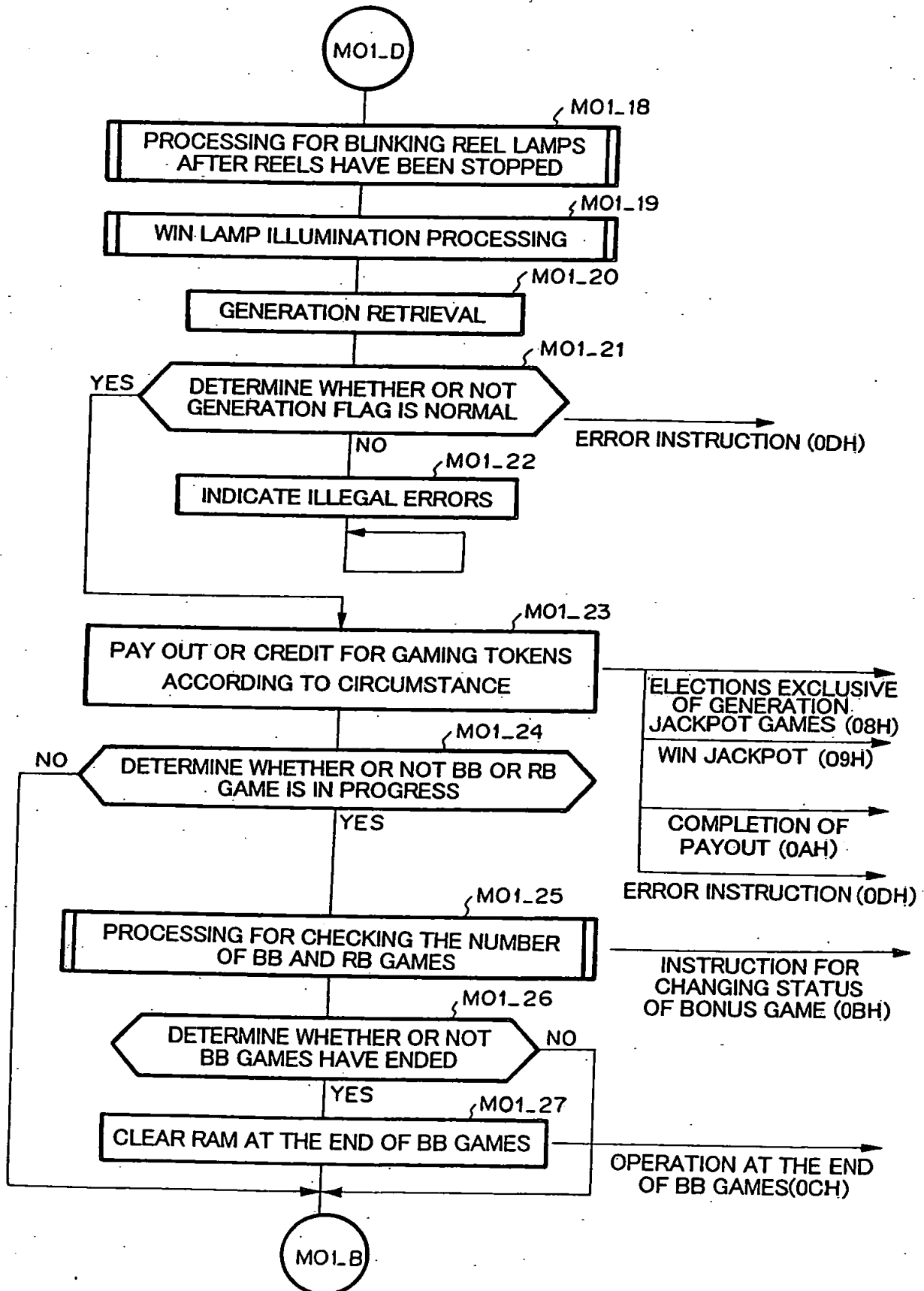
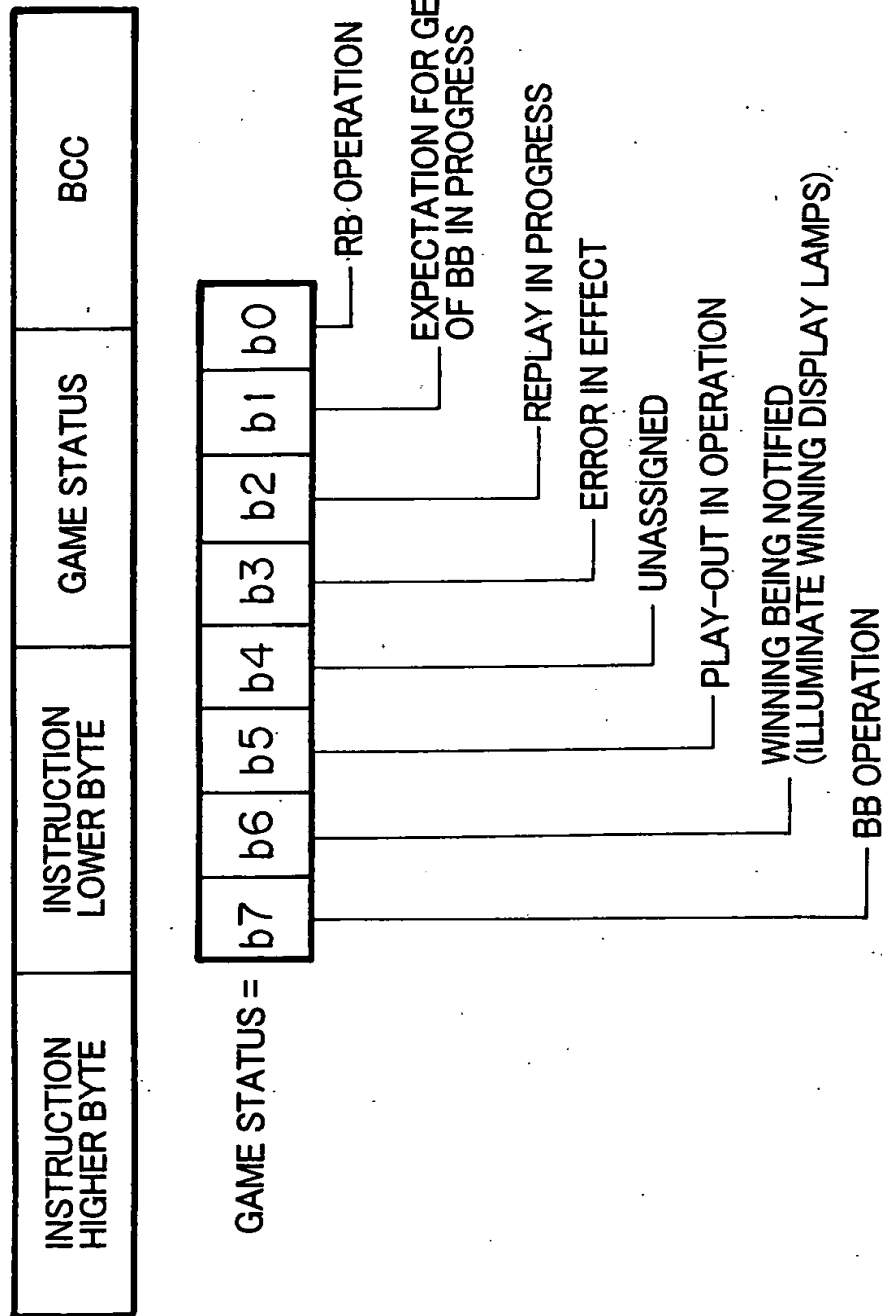


FIG.259



000221" 49004260

FIG. 260



BCC = EXCLUSIVE OR OF INSTRUCTION HIGHER BYTE, INSTRUCTION LOWER BYTE, AND STATUS OF GAMING

000227"49004260

F I G. 261

BLINKING PATTERN 1

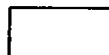
STAGE	BLINKING PATTERN		
1	(1)	(2)	(3)
	(4)	(5)	(6)
	(7)	(8)	(9)

TIME REQUIRED FOR MOVING PATTERN

(1 0 3. 2 5 m s)



ILLUMINATED



EXTINGUISHED

00022T-19004260

FIG. 262

BLINKING PATTERN 2

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (150. 18ms)</div> <div><div></div>ILLUMINATED<div></div>EXTINGUISHED</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

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FIG. 263

BLINKING PATTERN 3

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	10	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
5	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	11	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (75.09ms)</div> <div><div></div>ILLUMINATED<div></div>EXTINGUISHED</div>										
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			

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FIG. 264

BLINKING PATTERN 4

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
2	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	7	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
3	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
4	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	9	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
(1)	(2)	(3)																			
(4)	(5)	(6)																			
(7)	(8)	(9)																			
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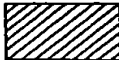

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BLINKING PATTERN 5

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
1	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	6	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)
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FIG. 266

BLINKING PATTERN 6

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
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F I G. 267

BLINKING PATTERN 7



STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
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FIG. 268

BLINKING PATTERN 8

STAGE	BLINKING PATTERN	STAGE	BLINKING PATTERN																		
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8	<table><tr><td>(1)</td><td>(2)</td><td>(3)</td></tr><tr><td>(4)</td><td>(5)</td><td>(6)</td></tr><tr><td>(7)</td><td>(8)</td><td>(9)</td></tr></table>	(1)	(2)	(3)	(4)	(5)	(6)	(7)	(8)	(9)	<div>TIME REQUIRED FOR MOVING PATTERN (103.25ms)</div> <div><div></div> ON <div></div> OFF</div>										
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